Xin YANG

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EDUCATION

Sichuan University, Chengdu, China   Sept. 2015 - (expected) Jun. 2018
M.Sc. Computer Science

Sichuan University, Chengdu, China   Sept. 2010 - Jun. 2014
B.Eng. Software Engineering

INTERN

Dianping.com Back-end Developer Joy Group   2017.06 – 2017.08

- **Booking**: Internet cafes, Foot massage, Chambers, Sports&Fitness
- **Operational marketing Events**: Merchant Ranking List, User Touch, Promotional coupons
- related tech: **Pigeon**, **Lion**, **mafka**, **Crane**, **Zebra**, **Spring**, **Maven**, **Java**, **MyBatis**

DEVELPMENT EXPERIENCE

Multiple Machine Parallel Rendering with Multiple Load Balancing Methods

· the framework of **multiple-machine parallel rendering**
· 2 load balancing methods: **frame-coherence-dispatcher**, **uniform-dispatcher**
· `https://github.com/FrankBATMAN/MMPR-with-LB`

Rendering Engine

· rendering layer **scalability**: support multiple graphics language - **OpenGL**, **OSG**, **Vulkan**(on progress)
· rendering layer using **OpenGL**
· 3-layers(abstract, rendering, application) framework of rendering engine
· `https://github.com/FrankBATMAN/Rendering-Engine`

Soft Shadows Split-screen Rendering

· **standard shadow mapping** algorithm
· uniform-dispatcher, non-uniform-dispatcher **split-screen** methods
· `https://github.com/FrankBATMAN/Soft-Shadows-Rendering-with-Split-screen`

Screen Space Fluid Rendering

· smoothing with **Curvature Flow** & **Cubemap** reflection & refraction
· `https://github.com/FrankBATMAN/Screen-Space-Fluid-Rendering`

Extra

· **C++**, **OpenGL/GLSL**, **Git**, **Markdown**, **SVN**
· **StackOverflow**: `http://stackoverflow.com/users/6765823/xin-yang`

AWARDS&MISCELLANEOUS

- Sichuan University **3rd** & **2rd** class scholarship
- Sichuan University **2rd** class individual scholarship
· **Vice Chairman** of **EMC** Club of SCU
· Executive Committee of **CCF**(China Computer Federation) SCU