

# XIN YANG

✉ frankbatman@126.com · ☎ (86) 1303-666-9944

## EDUCATION

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**Sichuan University**, Chengdu, China

Sept. 2015 - (expected) Jun. 2018

*M.Sc.* sComputer Science

**Sichuan University**, Chengdu, China

Sept. 2010 - Jun. 2014

*B.Eng.* Software Engineering

## DEVELOPMENT EXPERIENCE

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### 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++(BOOST), OpenGL/GLSL, SVN

## MEDIA

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**StackOverflow** <http://stackoverflow.com/users/6765823/xin-yang>

**GitHub** <https://github.com/FrankBATMAN>