

Curriculum Vitae

PERSONAL DETAILS

Name: *Cao, Ge*
Data of birth: *1998/07/01*
Nationality: *China*

EDUCATION

2016/09 - 2020/07 **BSc. Theoretical and applied Mechanics**
BEng. Computer science and Technology (dual major)
University of Science and Technology of China, Hefei, China
2020/09 - 2022/08 **MSc. Computational Science and Engineering, Department of Math**
ETH Zurich, Swiss

ACADEMIC PERFORMANCE

Member of Hsue-Shen Tsien Talent Program in Mechanics (2016-2020);
Teach Assistant: Linear Algebra (09/2019 - 01/2020)

RESEARCH EXPERIENCES

2019/07/01 – 2019/09/01 Department of Applied Physics, University of Twente, Netherlands
Supervision: Prof. Detlef Lohse.
Animation of fluid simulation with PDE solver.
2020 Fall Semester Department of Computer Science, ETH Zurich, Swiss
Supervision: Prof. Markus Gross
Optimize fluid simulation with Machine Learning.

PROFESSIONAL EXPERIENCE

2020/07/01 – 2020/09/01 **Internship: NetEase Games, Guangzhou, China**
Research and development of game engine.
2021/11/19 – present **Internship: Taichi Graphics, Beijing, China**
Research and development of rendering engine.

PROJECT EXPERIENCE

Rendering solver <https://github.com/GeCao/N-o-r-i>
Multiphase fluid solver <https://github.com/GeCao/LBM-SC-method>

LANGUAGE SKILLS

Chinese: *Native*
English: *Fluent*

COMPUTING SKILLS

Programming: *C/C++, Python*
Research interest: *Computer Graphics (Rendering, PBS)*

Cao, Ge

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gecaoge@student.ethz.ch

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个人信息

姓名: 曹戈
出生日期: 1998/07/01
国籍: 中国

教育经历

2016/09 - 2020/07 本科: 理论与应用力学, 近代力学系
本科: 计算机科学与技术 (双学位), 计算机科学与技术系
中国科学技术大学, 合肥, 中国
2020/09 - 2022/08 硕士: 计算科学与技术, 数学系
苏黎世联邦理工学院, 苏黎世, 瑞士

学业经历

钱学森英才班 (2016-2020);
助教: 线性代数 (2019 秋季学期)

研究经历

2019/07/01 - 2019/09/01 近代物理系, 特文特大学, 荷兰
导师: Prof. Detlef Lohse.
具体工作是使用基于偏微分方程数值解的方法进行流体动画模拟
2020 秋季学期 计算机科学系, 苏黎世联邦理工学院, 瑞士
导师: Prof. Markus Gross
具体工作是使用机器学习对流体模拟进行优化.

实习经历

2020/07/01 - 2020/09/01 实习: 网易互娱, 广州, 中国
对阴阳师项目组的游戏引擎进行研发。
2021/11/19 - present 实习: 太极图形 (远程), 北京, 中国
负责渲染引擎的部分研发。

项目经历

离线渲染求解器 <https://github.com/GeCao/N-o-r-i>
多相流体求解器 <https://github.com/GeCao/LBM-SC-method>

语言技能

中文: 母语
英文: 流利

编程技能

编程语言: C/C++, Python
研究经历: 计算机图形学 (渲染, 物理模拟)