

Xilin Zhu

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RESEARCH INTERESTS

I am interested in Computer Graphics and Generative Models. Currently, my research focuses on exploring how generative models could facilitate 3D reconstruction tasks.

EDUCATION

Tianjin Normal University, Tianjin, China
B.Eng. in Software Engineering

Sept. 2018 - June. 2024

WORK EXPERIENCE

Nanjing University, Suzhou, China
Research Assistant, School of Intelligence Science and Technology
Working on projects about Appearance Modeling in Prof. Beibei Wang's lab.

Sept. 2024 - present

PROJECTS

Ray Tracer from Scratch in C++

May. 2024

Implemented a ray tracer from the ground up using C++.
Developed material models for diffuse surfaces.
Implemented path tracing.

SKILLS

Programming	C/C++, Python
Computer Graphics	Ray Tracing, 3D GS, NeRF
Generative Models	Diffusion Model, Flow Model
Developer Tools	VS/VS Code, Blender, LaTeX
Frameworks	PyTorch, Mitsuba Renderer
Language	English(TOEFL 105/120), Mandarin