

# ZIBO YE

Department of Intelligence Science and Technology  
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## EDUCATION

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### Peking University

Beijing, China

BS in Computer Science

Sept 2016 – Present

- GPA: 3.6/4.0; admitted on basis of performance on national college admissions exam (35/169100, top 0.02%)
- Selected awards: Freshman Scholarship (top 15%, awarded to those with outstanding national college admissions exam performance)
- Highlighted Courses:
  - A General Introduction to Electronic Games: 89/100
  - Computer Generated Imagery and Visual Effects: 94.5/100
  - Computer Graphics: 87/100

## RESEARCH EXPERIENCE

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### Center on Frontiers of Computing Studies, Computer Science Dept., PKU

Beijing, China

Research Intern to Professor Baoquan Chen, Executive Director

Nov 2019 – Present

- Participation in weekly seminar & group discussion on Computer Graphics
- Currently working on Undergraduate Graduation Project on Computer Graphics about Virtual Preproduction in media and broadcasting industry

### Laboratory for Affective Intelligent Robotics, Computer Science Dept., PKU

Beijing, China

Research Intern to Professor Tao Wang

May 2018 – Oct 2019

- Participated in weekly seminars on Computer Vision and Deep Learning
- Gave several reports on specific topics, such as tutorial of shell coding, surveys on Pose Estimation and Meta-Learning to lab teammates
- Finished the Undergraduate Research Intern Project “Multi-scale Real-time Pose Estimation in webcam”

## WORK/PROJECT EXPERIENCE

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### China University Students Educational Game Jam

Hangzhou, China

Unity Game Programmer

July 2018 – Aug 2018

- Our team of eight designed and built an educational game named “Circuit Maze” in one month and was awarded the Excellent Work Prize. The game “Circuit Maze” is a Unity-based 3D puzzle game with physical circuit knowledge, targeted at junior high school students.
- Took charge of the designing and programming of overall gameplay logic and network and helped with bug fixing and demo testing.

### Thunder Fire Studio, Netease Corp.

Hangzhou, China

Game Engine Intern

July 2019 – Aug 2019

- Participated in developing the game engine for Justice, a next-gen MMORPG game with millions of DAU
- Implemented some new features in Effect Editor, including Fuzzy Search, AutoSave and File History.
- Implemented a new model particle effect system based on the engine’s original particle effect system, which treats hundreds of models as particles and manipulates them with parameters. It expands the possibility of particle effects, helping GFX artists to create special effects in games.
- Formed a detailed survey on real-time 3D fluid simulation.

## ADDITIONAL INFORMATION

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### Computer and Language Skills

- Programming Language: Proficient in C, C++, and Python, Competent in C# and Lua
- Knowledge in Game Engine Architecture, Computer Graphics, and Unity Engine Game Development
- TOEFL: 107 (Best Score), GRE: 322+3.0

### Additional Professional and Extracurricular Experiences

- Team Leader of Peking University’s “Back to High School” Undergraduate Enrollment Propagation
- President of Student Union of Zhenhai High School

### Interests

- Enjoy playing and studying all kinds of games: Indie games & triple-A titles
- Sports: Running, Swimming, Archery, and Tennis