YUZHOU GE
葛宇周

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Objective

To obtain a position in Technical Director Internship (Rendering) so that I can apply my skills learned at school to create wonderful animation films.

Education

UNDERGRADUATE	BS., Applied and Computing Mathematics (AMCM)	Major GPA:4.0
Graduation: Fall 2019	Dana and David Dornsife College of Letters, Arts and Sciences, USC	
UNDERGRADUATE	BS., Computer Science	Major GPA:3.88
Graduation: Fall 2019	Department of Computer Science, Viterbi School of Engineering, USC	

Working Experience

Teaching Assistant	Course: Principles of Software Development [Web Development Technologies]
Fall 2017	Help professor grade all students' programming homework and exams. Answer related questions.

Projects

Graphics	Ray Tracer [personal project]
Fall 2017	Implemented a basic ray tracer using C++ with triangle and sphere intersections and Phong shading. Supporting shadow rays and recursive reflections. Used the technique of supersampling to reduce the effect of aliasing.
Graphics	Spline Roller Coaster [personal project]
Fall 2017	Created a first-person view roller coaster simulation using Catmull-Rom splines with OpenGL lighting and texture mapping. Implemented the gravity equation to vary the speed of roller coaster making the simulation more physically realistic.
Web	Kick it! [group project]
Summer 2017	An online web platform for grouping friends to play sports with searching, filtering, recommending, and instant messaging functionalities. Fast paced development of a fully functional social networking application using Java as back-end , web technologies as front-end and mySQL as database. Contributed to both front and back end development in a team. Followed industry standards with all documentation and coding standards.
Numerical Methods	Black-Scholes PDE solver [group project]
Fall 2017	Implemented a Black-Scholes PDE solver using finite difference method with Matlab to calculate 5 month American and European put/call option prices.

Technical Skills

Programming	Proficient: C/C++, Python, OpenGL, Java, Matlab, RDB, HTML, CSS, Javascript
	Familiar: PHP, jQuery, GLSL
Creativity	Final Cut Pro, Maya, Photoshop, Adobe Lightroom, Avid Pro Tools

Related Coursework

CS Courses	Computer Graphics[Hao Li], Data Structures and Object Oriented Design, Discrete Math, Principles of Software Development, Introduction to Algorithms and Theory of Computing, Numerical Methods.

Activities

Video/Film	Suyang Media.
Since high school	A personal studio to make videos and record sounds for fun.