

# JINFENG GUO

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Meredith Willsonstraat 89 ◊ 3543 DM

Utrecht ◊ the Netherlands

## EDUCATION

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### Utrecht University, the Netherlands

Sep. 2015 - Present

M.Sc. in Computer Science, Game and Media Technology

GPA: 4.0 / 4.0 (up until now)

### Dalian University of Technology, China

Sep. 2008 - Jun. 2012

B.Sc. in Computer Science and Technology

## EMPLOYMENT

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### Betop Multimedia Ltd., Dalian HQ

Jul. 2012 - Jun. 2015

*Technical Director*

*Dalian, China*

- Successfully developed and maintained a CG production pipeline using Python and various production tool APIs.
- Successfully developed various graphics production tools for artists and boosted in-house production.

### Crystal CG Shanghai, Dalian Branch

Jul. 2011 - Apr. 2012

*Tech Intern*

*Dalian, China*

- Worked as a tech intern and gained knowledge of modern CG production environment.

## EXPERIENCE

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### Exploiting Visibility Caching in Uni-PT with NEE

Sep. 2016 - Nov. 2016

*GMT small project*

*Utrecht University*

- Successfully implemented visibility caching in a uni-directional path tracer.
- Analysed various factors for errors and variance, successfully brought shadow ray queries down by 78%.
- Achieved biased but good results indistinguishable by eyes.

### Tri-Kinect Mocap System

Nov. 2013 - Jan. 2014

*In-house project*

*Betop Multimedia*

- Successfully built a light weight and robust Mocap system using three Kinect cameras and the system was successfully applied in several real production projects.

### Human Face Detection and Tracking in Video Sequences

Oct. 2011 - May. 2012

*Bachelor thesis, grade: 84*

*Dalian University of Technology*

- Modeled Haar-like descriptor and combined several Adaboost trained weak classifiers into a strong one in a cascade manner.
- Constructed a face subspace using PCA and achieved realtime tracking using an embedded Bayesian framework.

## MISCELLANEOUS

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### Programming Languages

C/C++, Java, Python, SQL, MEL (Maya Embedded Language)

### Tools & APIs

CUDA, OpenCL, OpenCV, OpenGL, Qt, Maya SDK, L<sup>A</sup>T<sub>E</sub>X

### Oral & Written

English (*Fluent*), Mandarin(*Native*)

### Interests & Hobbies

Rendering, light transport; visual effects, CG animations, billiards, etc.