

Qinran Yin

🏠 Shanghai, China 📅 08/1997 🌐 github.com/Keneyr 💻 keneyr.com ✉ annayin1997@gmail.com

EDUCATION

- Beijing Forestry University** 9/2017-7/2021
M.Sc. in Science in Computer Science and Technology Ranking: 5%-Top
• Courses: Photorealistic Graphics(90), Multivariate Statistical Analysis(94), Game Development Technology(90)
- Harbin University of Science and Technology** 9/2013-7/2017
B.Sc. in Network Engineering GPA: 3.6/5.0(86/100), Ranking: 15%-Top
• Courses: Advanced Mathematics(91), Linear Algebra(88), Database Structure(83), Network Safety Technology(86)

PROJECTS

- Study of Video-driven 2D Character Animation Generation Method** | Supervisor: Prof. Weiqun Cao 2019 - 2021
- use OpenPose and BP network to estimate and classify human pose skeleton data from videos, which is less affected by video data illumination and background complexity.
 - apply contour detection, triangulation, skeleton extraction, weighted skinning algorithms on character graphics.
 - based on the tree data structure geometric calibration method, calibrate and retarget human body motion, avoiding motion distortion caused by the difference in skeleton size and ratio.
 - implement an automatic interactive software for generating 2d character animation based on video. [🔗SourceCode]

PUBLICATION

- Qinran YIN & Weiqun CAO, "Video-Driven 2D Character Animation", *Chinese Journal of Electronics*. 2021 [🔗Paper]

WORK EXPERIENCE

- Garena** | Game Client Programmer, Unity 11/2021-9/2022
- responsible for showing friends relationship network. Let players be connected on different elliptical orbits like stars, play animation when the relation updates. (cooperate with backends and technique artists).
 - reconstruct the ladder system and settlement interface, implement and optimize the ranking-change animation.
 - reconstruct newbie and veteran activity interface, implement new logic.
- Tencent** | Game Client Programmer(Intern), Unity 9/2020-1/2021
- implement the new logic of showing damage values effect while fighting.
 - develop a tool for artists which can add specific component to skilleffect prefab files, so that it can control the display of several resources when regiment warfare.
 - use python processing xml files, filter out useful information for game designer.
- CIS-Projct** | Teaching Assistant, Supervisor: Prof. Sorin Istrail (Brown University) 7/2018-8/2018
- assist students to learn basic algorithms (dp, graph), basic math (markov model, linear algebra and probability theory) etc.

HONORS AND AWARDS

- Academic First Class Scholarship* 2018
National Inspirational Scholarship 2014
Second Prize in the School ACM Competition 2014

SKILLS AND OTHERS

Skills: Computer Rendering(beginner), C#/C++ (advanced), Unity, Python
Language: English (IELTS:7.5 2023.2), Chinese(native)
Hobbies: Swimming, Pingpong, Cooking [🔗Chef's work], Video Game, Blogging [➔Chinese Blog]
Interests: Computer Animation, Game Development, Machine Learning