

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: 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(SCI) [🔗Paper]

WORK EXPERIENCE

Garena | Game Client Programmer, Unity 11/2021-9/2022

- in the 5th anniversary event, responsible for letting different players be distributed on different elliptical orbits like stars, and connect them clockwise dynamically(shuffle algorithm and 2d geometric calculation, cooperate with backends and technique artists).
- reconstruct the ranking 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 over fighting.
- develop a tool for artists which can add specific component to skill prefab files, so that it can control the display of resources when regiment warfare.
- use python processing xml files, filter out useful information for game designer.

CIS-Projct | Teaching Assistant, Supervisor: Sorin Istrial(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), Chinese(native)
Hobbies: Swimming, Pingpong, Cooking [🔗Chef's work], Video Game, Blogging [➡Chinese Blog]