

# Qinran Yin

🏠 Shanghai, China   📅 08/1997   🌐 [github.com/Keneyr](https://github.com/Keneyr)   💻 [keneyr.com](http://keneyr.com)   ✉ [annayin1997@gmail.com](mailto:annayin1997@gmail.com)

## EDUCATION

- Beijing Forestry University** 9/2017-7/2021  
*M.Sc. in Computer Science and Technology* Ranking: 5%-Top  
• Courses: Photorealistic Graphics, Multivariate Statistical Analysis, Game Development Technology
- Harbin University of Science and Technology** 9/2013-7/2017  
*B.Sc. in Network Engineering* GPA: 3.4/5.0(84/100), Ranking: 20%-Top  
• Courses: Advanced Mathematics, Linear Algebra, Database Structure, Network Safety Technology

## 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, and weighted skinning algorithms on character images/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, and 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 the damage values effect while fighting.
  - develop a tool for artists that can add specific components 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** | Head Teaching Assitant (HTA), Supervisor: Prof. Sorin Istrail(Brown University) 7/2018-8/2018
- assist students in learning basic algorithms (Dynamic Programming Algorithms, Graph Theory Algorithms), mathematics and statistics (Hidden Markov Models Algorithms)

## HONORS AND AWARDS

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

## SKILLS AND OTHERS

- Skills:** Pytorch, C#/C++ (advanced), Unity, Computer Rendering(beginner)  
**Language:** English (IELTS:7.5(8/8/6.5/6.5), 2023.2), Chinese(native)  
**Hobbies:** Swimming, Pingpong, Cooking [📄Chef's work], Video Game, Blogging [➔Chinese Blog]  
**Interests:** Computer Animation, Human Motion, Game Development, Machine Learning