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 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: 3.4/5.0(84/100), Ranking: 20%-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, 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-Projcet | *Teaching Assistant, Supervisor: Prof.Sorin Istrail(Brown University)*   7/2018-8/2018

- assist students in learning basic algorithms (dp, graph), basic math (Markov model, linear algebra, and probability theory), etc.

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