

# Haolan Liu

## EDUCATION BACKGROUND

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**College of Information Science & Electronic Engineering, Zhejiang University**

09/2014 - 06/2018

Bachelor of Engineering in Information Engineering (GPA 3.57/4.0)

**University of California, San Diego**

Master of Science in Computational Science

09/2018 - Present

## MAIN PROJECT

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Physically Based Ray Tracer

*A pbrt-like rendering system that is able to produce BART benchmark*

Compiler Course Project

*To translate a subset language of JAVA to x86*

Mini Geometry Processing Library

*(As-rigid-as-possible, laplacian, subspace deformation, simplification and subdivision)*

Voxel Cone Tracing Rendering System

*(As undergraduate Thesis)*

MiniSQL

*(A database course project to implement a sql engine)*

## WORK EXPERIENCE

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**LeiHuo Studio, Netease**

11/2017 - Present

*Game Developer Intern*

- Implementing some SIGGRAPH paper in geometry processing and rendering
- Developing the rendering module in Messiah Game Engine.

## RESEARCH EXPERIENCE

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**CAD State key lab, Zhejiang University**

07/2017- 02/2018

*3D family photo reconstruction with complex occlusion*

Undergraduate Research Assistant

- Working on pose estimation and semantic segmentation using deep learning