WANG Rui (王睿)

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**Education**

* Postgraduate student of Computer Science *From 2014.9*  
  Shanghai Jiao Tong University, Shanghai
* B.S. in Material Science and Engineering *2010.9- 2014.6*  
  Shanghai Jiao Tong University, Shanghai

**Self-Introduction**

* Interested in Computer Graphics, Augmented Reality.
* Familiar with C/C++, Java, JS, matlab and python, also familiar with OpenGL, D3D11, CGAL, etc.
* Good mastery in English, TOFEL-102, GRE V153+Q170+3.5.

**Internship**

**Intern Developer AutoCAD team, Autodesk (China)** *2014.7 -2014.12*

* Doing algorithm research concerning curve rendering
* Developing tools to facilitate graphics engine development
* Giving presentation of my work

**Project**

**3D Game Engine Migration and Wrapping (From ZTE)** *2013.6 - 2014.5*

* Migrating Irrlicht engine (Open Source, written with C++) to Android Platform
* Wrapping up Irrlicht Engine into Java class using JNI
* Adding additional function to 3D engine, such as media player and assets reader
* Testing migrated engine in embedded devices
* Making demo for Java wrapper

**Awards**

* 2nd class, National Physics Competition for undergraduates 2011.11
* Certification of Software Designer 2013.11