I received my bachelor degree in Material Science and Engineering at Shanghai Jiao Tong University. During my undergraduate I worked hard in my major and got good grades in most courses, with final ranking in top 20% in computer science. During my college time, I received rigid training of science and engineering. These courses covered mathematics (mathematic analysis, linear algebra, discrete mathematics), electronic engineering (analog and digital circuit) and material science (solid physics, theoretical mechanics, quantum mechanics and etc.). To prove my English skill, I passed CET-4 and CET-6 in 2012 and 2013. In addition, I had taken GRE and TOFEL, and got [153/170, 170/170, 3.5/6] for GRE, and 102/120 for TOFEL.

In 2012, I got started with programming. Gradually I found my interest in programming more than material science. I taught myself a series of courses concerning computer science and sharpen my ability of programming. In 2013, I gave up the opportunity to study abroad and decided to be a graduate student of Computer Science. Now, I’m familiar with many programming languages including C/C++, Java & Jsp, JavaScript and Python, etc.. And I am specified in Computer Graphics and Computer Vision. Now I am doing research on Boolean operations on 3D meshes.

I joined the project for 3D Game Engine Migration and Wrapping from ZTE (Zhongxing Telecommunication Equipment Corporation) in 2013. This project focused on migrating the graphic engine Irrlicht (open source, written with C++) from PC to Android platform. Our work is to provide an engine which is easy to use for Java developers. The functions in Irrlicht is wrapped up into Java classes using JNI. Based on this migrated engine, a 3D UI application is develop for menu selection. The interface for some special effects such as frame and snow using particle system are also realized. This project improved my understanding for graphical engine and Android application development.

In 2014, I joined the internship of Autodesk, the most famous software company of CAD field, to develop for AutoCAD. The internship lasted for 6 months. In Autodesk, I had done some research on GPU curve drawing algorithms. At that time, the curve drawing algorithms were reported to went distorted in some special cases. After research, I found the problem lay on the precision of first-order approximation of the algorithm. Also, I developed profiling tools for AutoCAD new GPU features.