Wuyue LU

Email: luwuyue@mail.ustc.edu.cn   Tel: (+86)13587231648

EDUCATION

Bachelor's Degree in Computer Science, University of Science and Technology of China (USTC)

GPA(Overall): **3.92/4.30** (**Top 1** in the department)

Related Courses: Programming I (99/100), Programming II (100/100), Calculus (95/100), Linear Algebra (95/100), Probability & Statistics (98/100), Optics & Atomic Physics (100/100), Artificial Intelligence (90/100)

RESEARCH INTEREST

Keen interest in the technology of Computer Graphics, especially in rendering techniques, physically based animation (like fluid & cloth simulation) and surface modeling (like surface reconstruction & deformation).

RESEARCH EXPERIENCE

UCLA Computer Graphics & Vision Laboratory (UCLA-CSST Program) | Summer Research Internship

*Advisor: **Demetri Terzopoulos**, Distinguished Professor, Computer Science Department, UCLA*

➢ **Medical Image Segmentation with CNN and Active Contour Model**   July 2018-Sept 2018
  - Applied active contour model on CNN feature maps for medical image segmentation
  - Built online training framework and implemented active contour model as a special layer

Graphics & Geometric Computing Laboratory (GCL) at USTC | Research Leader

*Advisor: **Ligang Liu**, Professor, School of Mathematical Sciences, USTC*

➢ **3D Surface Reconstruction from Point-Cloud Data without Normal**   Nov 2017-June 2018
  - Designed surface reconstruction method from point clouds data without normal information
  - Implemented explicit deformable surface model guided by unsigned distance field of high robustness
  - Finished paper *Surface Reconstruction via Cooperative Evolutions* (to be submitted to CGF, as first author)

Computational Biomedicine Imaging & Modeling Center at Rutgers University | Summer Research Internship

*Advisor: **Mubbasir Kapadia**, Assistant Professor, Computer Science Department, Rutgers University*

➢ **GPU acceleration for Crowd Simulation and Dynamic Path-Planning**   July 2017-Sept 2017
  - Implemented path-planning algorithms on GPU with CUDA
  - Integrated GPU accelerated code with crowd simulation methods and the *SteerSuite library*

PROJECTS

➢ **Real Time Physics-Based Animation**   Jan 2017-May 2017
  - Implemented physics-based simulation methods, including Mass Spring Systems, Finite Element Method
  - Designed visualization framework for 3D animations with OpenGL and Qt GUI library

➢ **Machine Learning for TETRIS**   Dec 2015-May 2016
  - Applied reinforcement learning and decision tree algorithm on the game Tetris
  - Deployed the learning agent onto a Linux cloud server and obtained wonderful result

AWARDS

➢ Academic First Scholarship 2016   (**Top 5%** in the department)
➢ National Scholarship 2017   (**Top 2%** in the department)
➢ Guo Moruo Scholarship 2018   (**The most prestigious scholarship** awarded by USTC)

SKILL SET

Programming Skills: more than 7 years programming experience, solid expertise in C++ (>50k lines), experienced in Java, Python (adept in libraries like *numpy*, *sklearn* and *tensorflow*) and OpenGL Shader Language (GLSL), adept in modern OpenGL pipeline, Qt GUI library, MATLAB and Linux

Mathematical Skills: expertise in linear algebra, probability, machine learning and computational geometry