WENJIE HUANG

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Education

2022-2023	**University of Birmingham**	**MSc Computer Science**
	Computer Graphics, Rendering, Geometry Processing	
2017-2022	**Shenzhen University**	**BSc Architecture**
	Environmental fluid simulation, Architectural procedural generation, Rendering	

Internship

2021-2022	**Xkool Technology**	**Algorithm Intern**
	Secondary development of Rhino and Revit software; Architectural procedural generation algorithm and Toolset Development;	

Projects

2023.01 — Piccolo Game Engine
Developed a complete mini Game Engine from the engine layers to the reflection system, rendering system, and collision system.

2021.10 — Computer Graphics Projects
Developed a tiny renderer in C++; Developed a Ray Tracing Tools generate highly realistic images by simulating the behavior of light in a scene. Developed shaders in Unity, and developed real-time rendering algorithms in WebGL.

2022.01 — AR Application in Andriod and IOS
Developed AR based on ARKit / ARCore/ Vuforia / AR foundation for Andriod and IOS. with Device tracking, 2D image tracking and Environment probe.

2021.09 — Unreal Engine Game Development and Animation
Developed a simple FPS game, contains binding, sound effects, particle system, UI; Animation participated in the Internet's Largest CG Challenge;

2021.05 — Kaggle-Shopee Price Matching Multimodal Project
Developed a model recommend similar products to customers through image and text model. (CV+NLP)Used multiple image and text models to train a significant amount of data. And a voting method for Post-processing.

2021.08 — A TCP/IP client-server Program based on the ODE system
Concurrent programming, Two clients communicate with each other through sockets, exchanging information based on the ODE system.

Skills

Front-end Development: HTML, CSS, JavaScript **Back-end Development:** C++, C#, Java, Python
Graphics APIs: OpenGL, WebGL **Tools:** Visual Studio, Xcode, Git, Maven, Virtual Machines
Operating Systems: Windows, Linux, macOS, IOS, Andriod **Database Management:** MySQL