

# Zhenyi Wang

✉ wangzhny@gmail.com

📄 github.com/TempContainer

🔗 tempcontainer.github.io

## Education

### University of Electronic Science and Technology of China (UESTC)

Chengdu, China

B.Eng. of Software Engineering

Sept. 2022 - June. 2026 (Expected)

- **GPA:** 3.98/4.0 | **Average Score:** 91.36/100

## Experience

### Isogeometric Cloth Simulation

May. 2025 - Present

Simulation Intelligence Group | CMU

Advisor: Minchen Li

- Conducting research aimed at SIGGRAPH/TOG on isogeometric cloth simulation.

### End-to-end Multi-view 3D Reconstruction Pipeline

Sept. 2023 - Nov. 2023

UESTC

Advisor: Fan Li

- Developing a pipeline that reconstructs 3D meshes from a set of photos based on colmap and OpenMVS.

## Projects

### FEM Soft Body Simulation with IPC

Sept. 2025

C++

github/fem-ipc

- A FEM soft body simulator with IPC collision handling.

### Grid and Particle-based Fluid Simulation

Jul. 2025

Python/warp

github/simple-fluid

- A warp implementation of Eulerian grid simulation for smoke.
- A warp implementation of PCISPH simulation for water.

### MLS-CIPC MPM Sand Simulation

Jan. 2025

Python/Taichi

github/Sand-MPM

- A taichi implementation of MLS-MPM Drucker-Prager sand simulation. Supports both 2D and 3D simulation and CPIC for rigid coupling.

### Noita's Pixel Simulation

May. 2024

C++/OpenGL

github/ToyPixelSim

- A pixel simulation game inspired by *noita* which can simulate sand, water and static wood.

### Path Tracing Renderer

Dec. 2023

C++

N/A

- A path tracing renderer. Supports diffuse, specular and refractive materials.

## Skills

**Programming Language and Tools** C/C++, Python, CUDA, Java, JavaScript, C#, LaTeX, Git, Linux

**Game Development** Unreal Engine, Unity

**DCC Software** Houdini, blender, 3ds Max

**English** TOEFL 110 (Writing 27, Speaking 23)