Zhenyi Wang

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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 a research targeting for 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 of smoke and PCISPH simulation of 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	C/C++, Python, CUDA, Java, JavaScript, Scheme
Game Development	Unreal Engine, Unity
DCC Software	Houdini, blender, 3ds Max
English	TOEFL 110 (Writing 27, Speaking 23)