

# TIANYU WANG

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## PROFILE

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I currently work as a research assistant for Prof. Jin Huang, State Key Lab of CAD&CG, Zhejiang University. My research interest is character animation and video game development.

## EDUCATION

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**Zhejiang University, Hangzhou, China**

M.Eng. in Computer Science

*September 2016 - Present*

Advisor: Prof. Jin Huang

**Sichuan University, Chengdu, China**

B.Eng. in Computer Science

*September 2012 - June 2016*

Overall GPA: 81.54/100

## PUBLICATION

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Jiong Chen, Hujun Bao, **Tianyu Wang**, Mathieu Desbrun, Jin Huang: Numerical Coarsening using Discontinuous Shape Functions. *ACM Transaction Graphics 37(4)(SIGGRAPH 2018)*, Vancouver, Canada, 2018

## RESEARCH EXPERIENCE

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**Research Assistant, State Key Lab of CAD&CG, ZJU**

*Advisor: Prof. Jin Huang*

September 2016 - present

*See below project section for details*

## HONORS AND AWARDS

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**Graduate of Merit/Triple A graduate**, Zhejiang University, 2018

**Award of Honor for Graduate**, Zhejiang University, 2018

**Wen Chixiang Scholarship**, Zhejiang University, 2018

**Silver Medal**, ACM-ICPC China Provincial Programming Contest, Chengdu Site, 2013 and 2014

**2nd University Scholarship**, Sichuan University, 2013

## SKILLS

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**Languages** C/C++, Python, Latex, Java

**Toolkit** Eigen, Boost, NumPy, Tensorflow, OpenGL, OpenCV, CUDA, OpenMP, ParaView, GIMP, Inkscape, CMake(Linux), Git, SVN

**Platforms** Linux 16.04

## EXTRA-CIRRICULAR

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I love basketball and play as a point guard skilled in shooting!

I love film and TV series and write film review on [movie.douban.com](http://movie.douban.com)!