Wenxian Guo

Research assistant in State Key Lab of CAD&CG, Zhejiang University, China email:wxguojlu@hotmail.com, github:https://github.com/WXGopher

Objective

Applying to 2020 fall Ph.D. admission in physically-based animation.

Education

M.Sc. in Computer Science, University of Saskatchewan, Canada, Nov. 2017

Concentrations in high-performance scientific computing

Advisor: Dr. Raymond Spiteri

B.Sc. in Computational Mathematics, Jilin University, China, Jul. 2015

Major GPA: 85/100, ranking: 17%.

Skillset

Languages: Python, C++, MATLAB, IATEX, Bash, Java

Softwares: OpenMP, MPICH, Eigen, Chaste

Experience and knowledge: numerical analysis (numerical ODEs, numeri-

cal PDEs, and numerical linear algebra), highperformance computing (programming on shared or distributed memory machines), physicallybased animation (anatomical modelling and fluid mechanics), computer vision (image processing,

camera calibration, and 3D reconstruction)

Publications

R. Spiteri, W. Guo, Efficient Partitioned Numerical Integrators for Myocardial Cell Models

Paper in Elsevier Applied Mathematics and Computation

DOI: https://doi.org/10.1016/j.amc.2019.124738

W. Guo, Efficient Cardiac Simulations Using the Runge-Kutta-Chebyshev Method Master thesis, https://harvest.usask.ca/handle/10388/8346

D. Dinev, W. Guo, P. Kadlecek, L. Kavan, Discovering Personalized Muscle Anatomy Paper submitted to Elsevier Computers & Graphics

F. Cooper, et al., Chaste: Cancer, Heart and Soft Tissue Environment Paper submitted to Journal of Open Source Software

Experience

Research Assistant in State Key Lab of CAD&CG

Zhejiang University, China

Sep.2019—Present

- Currently working on physically-based hair simulation (collaborating with Dr. Raymond (Yun) Fei);
- Skills involved: C++ programming, physically-based animation;
- Advisor: Dr. Youyi Zheng

Research Assistant in Computer Graphics Lab

University of Utah, U.S.A.

Oct. 2018—Aug. 2019

- Involved in implementing algorithms to optimize and visualize personalized facial muscles from scanned data;
- Implemented an evaluator to quantify stereo camera calibration quality;
- Skills involved: C++ programming, physically-based anatomical modelling, stereo camera calibration, image processing;
- Advisor: Dr. Ladislav Kavan.

Research Assistant in Core Computing Group

National Hydrology Research Centre Canada

Apr. 2018—Sep. 2018

- Benchmarked high-performance simulation toolkit using *Intel VTune* and offered improvement suggestions;
- Skills involved high-performance computing, C++, performance test;
- Advisor: Dr. Raymond Spiteri.

Python Software Developer in PLM Software Group

Siemens Canada

Sep. 2017—Mar. 2018

- Improved and implemented new UI experience;
- Optimized regression test suite by implementing a monitor to guard the test;
- Skills involved: Python, regression test.

Java Software Developer

Western Heritage Services, Inc. Canada

Aug. 2016—Jan. 2017

- Core developer of a commercial scheduling software;
- Skills involved: Java development;
- Advisor: Dr. Zhangbao (Michael) Ma.

Research Assistant in Numerical Simulation Research Lab

University of Saskatchewan, Canada

Sep. 2015—Nov. 2017

- Discovered, implemented, and proved algorithms for more efficient time-integration of myocardial cell models;
- Skills involved: C++, numerical analysis, high-performance computing;
- Advisor: Dr. Raymond Spiteri.

Teaching Assistant in Department of Computer Science

University of Saskatchewan, Canada

Sep. 2015—May. 2017

Tutored several computer science courses: data structure and algorithms, mathematical logic, and artificial intelligence.

Fundings

• Research assistantship, Zhejiang University	Sep. 2019—Present
• Research assistantship, University of Utah	Oct. 2018—Aug. 2019
• MITACS-accelerate internship, MITACS	Aug. 2016—Jan. 2017
• Research assistantship, University of Saskatchewan	Sep. 2015—Nov. 2017
• Teaching assistantship, University of Saskatchewan	Sep. 2015—May. 2017

Miscellaneous

- I'm a huge fan of computer-animated movies;
- I was one of the original organizers of GraphiCon, a discussion group for Chinese graphics researchers that lately turns into GAMES: Graphics And Mixed Environment Seminar;
- I conducted writing the 2015 Jilin University Apply Book, a book aiming at helping students to apply to graduate schools and study aboard;
- For over four years, I served as a BBS moderator for gter.net, the Chinese **largest** BBS helping students to prepare for English test and to apply to foreign graduate schools.
- For over three years, I served as an organizer and a presenter for the *interdisci*plinary salon at the Jilin University, a discussion group for students to exchange their knowledge and thoughts.