Winston Liang

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EXPERIENCE

Nikon Research Corporation of America, Software Engineer

JUN 2019 - PRESENT

Unity

Soccer Simulation

AI-controlled soccer simulation to generate image datasets for reinforcement learning

ROS# Robotic Simulation

Robot simulation to run reinforcement learning trials in

Environmental Photogrammetry for Simulations

Refined environmental photogrammetry to create photorealistic environments for robot reinforcement learning

Hololens 2 Remote Assistance

Prototyped an Augmented Reality software to be used with the Hololens 2 for Remote Assistance in factory production environments

Unreal Engine

Mixed reality conferencing with Gaussian Splatting

Using photorealistic backgrounds from gaussian splatting combined with photogrammetry captures of human models to create a metaverse-like Mixed Reality conferencing platform

ROS# Robot Simulation

Uses photorealistic gaussian splatting backgrounds to facilitate the operation and training of Digital Twins of robots

Nvidia Omniverse

Imitation Learning

Combining photorealistic gaussian splatting backgrounds to create more effective imitation learning for Digital Twins in Isaac Sim

EDUCATION

U.C. Irvine, Computer Game Science B.S.

Graduation Date: MAR 2018

A track that took both technical Computer Science courses as well as various game design courses

SOFTWARE

Unity

Unreal Engine

Blender/Maya/CAD

QT

MatLab

Windows, Linux

LANGUAGES

Python

C#

C++

Java

MySQL

MISCELLANEOUS

15 game projects ranging from class projects to hobbyist game jams, I regularly game jam still, ancient ones from school days listed here:
https://winstonliang.github.io/projects.html

Conversational in Japanese (~JLPT N3) and Mandarin

Boy Scouts of America, Life Scout

Plays the piano