

PERSONAL DETAILS

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EDUCATION

M.S. Graphics & Visualization Track	2021-2023
University of Utah	Secured 3.76 GPA.
B.S. Graphics & Image processing Track	2017-2021
Harbin University of Science and Technology	Secured 85.5 percentage.

SKILLS

Programming: C/C++, PYTHON, MATLAB, MYSQL, LUA,HTML,JAVASCRIPT

Computer Graphics: Rasterization[U+FF0C] Ray tracing, Real-time Rendering, Physically-based Rendering, Digital image processing

Operating System: Master a variety of server models, synchronization, and communication between threads/processes, and the dynamic library, static library, and lock mechanism.

EXPERIENCE

VirtAI Tech	Feb. - May. (2021)
Cloud rendering department, System Development Engineer	
Rendering optimization for Linux Operating system. Convert DX11-based renderer to Vulkan-based.	
University of Utah	Jan. - May. (2022)
Computer Network Teaching Assistant	
Assists the professor with creating and delivering learning materials in a course.	

PROJECTS

Path Tracing OpenGL [Project]	Aug. 2022
⊙ Use the BVH data structure to manage the scene, and pass it to the GPU in the form of texture through OpenGL API	
⊙ Tiled-based Rendering	
Light System with OpenGL [Project]	Jun. 2022
⊙ theory light	
⊙ Image based light	
⊙ Area light	
⊙ Volumetric light	
PBR with OpenGL [Project]	Mar. 2022
⊙ Image based light and Picture Textures, Procedural Texture (Noise)	
⊙ Physics Based Camera: Shutter speed, aperture, sensitivity and Disney principle PBR (10 parameters)	
Graphic system based on harmony search algorithm and CNN	Sep. 2019
⊙ Basic 2D 3D graphics drawing and modification operations	
⊙ Using HS algorithm to impose geometric constraints on graphics	
⊙ using CNN to retrieval (primary rough retrieval, secondary accurate retrieval)	
Cloud system based on TCP / IP protocol	Feb. 2019
⊙ Registration, login, friends list, friends status, add and delete friends, user profile change, single chat	
⊙ Cloud disk, including file second transmission, breakpoint continuation, download, sharing, extraction, deletion, log.	