

# Zhouyuan Chen

zc2952@nyu.edu | [zhouyuan-chen.github.io](https://zhouyuan-chen.github.io)

## Education

- Sep. 2023 – May 2025      New York University, New York, NY, United States  
Master of Science(M.Sc.), Computer Science  
GPA:3.778/4
- Sep. 2019 – Jun. 2023      Zhejiang University of Technology, Hangzhou, China  
Bachelor of Engineering(B.E.), Software Engineering  
GPA:88.6/100

## Research Interests

Computer Graphics, Geometry Processing, Numerical Simulation, Discrete Differential Geometry

## Research Experience

- Aug. 2025 – Present      Inria, Nancy, Grand Est, France  
Research Engineer at Pixel Team  
Advisor: [Etienne Corman](#)
- Developing an algorithm for quad mesh generation on curved surfaces using medial axis and geodesic distance computations.
- Jul. 2025 – Present      University of Victoria, Victoria, BC, Canada  
Research Assistant (Remote)  
Advisor: [Teseo Schneider](#)
- Developing a robust algorithm to construct prism-dominant shell meshes from non-manifold inputs.
- Sep. 2023 – May 2025      New York University, New York, NY, United States  
Research Assistant at Geometric Computing Lab  
Advisor: [Daniele Panozzo](#)
- Designed a pipeline to automate biomechanical simulations and implemented a plugin to streamline workflows.
  - Designed and implemented an offsets generation algorithm and contributed to the Wildmeshing Toolkit C++ library.
- Sep. 2021 – May 2023      Zhejiang University of Technology, Hangzhou, China  
Research Assistant at Institute of Digital Media Technology  
Advisor: [Jiazhou Chen](#)
- Implemented several broad-phase collision detection algorithms and integrated them into medical software while also developing a custom algorithm to visualize collisions between different objects.
  - Designed and implemented a custom algorithm to reconstruct the undercut model of human teeth.

## Publications & Preprints

### Peer-reviewed Journal Articles

- J1. Zint, D., **Zhouyuan Chen**, Zhu, Y., Zorin, D., Schneider, T. & Panozzo, D. Topological Offsets. *ACM Transaction on Graphics(SIGGRAPH)*, 2025.

## Teaching Experience

New York University

Teaching Assistant Geometric Modeling(CSCI-GA.3033-018)	Spring 2024, Spring 2025
Grader Intro to Computer Science(CSCI-UA.101)	Spring 2024

## Awards & Honors

2020-2022     Academic Excellence Scholarship, Zhejiang University of Technology

## Technical Skills

Programming Language: C++, C, Python, Java, MATLAB  
Languages: Chinese (native), English (fluent)

## References

Daniele Panozzo  
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