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Education _

Dartmouth College Hanover, NH

M.S. IN COMPUTER SCIENCE WITH A CONCENTRATION IN DIGITAL ARTS

Sept. 2016 - PRESENT

• Won the Dartmouth Rendering Competition 2017 supported by Activision.

Northeastern University

Boston, MA

B.S. IN MATHEMATICS, MINOR IN COMPUTER SCIENCE

Sept. 2010 - May 2015

• Graduated as a honors student in Mathematics department.

Experience _____

React Games Salt Lake City, UT

Training and Internship Nov. 2016 - Dec. 2016

- Made 3D models in Maya and ZBrush for games.
- Textured models using Quixel DDO.

Individual Undergrad Research in NEU

Boston, MA

Sept. 2014 - May 2015

Individual Research: Quantitative Thermo-acoustics Tomography

- Created a computational model to reconstruct image from a raw data.
- Tested the performance of the model in a numerical experiments.
- Presented the result at Hudson River Undergraduate Mathematical Conference 2015.

REU Summer Research Program in UMBC

Baltimore, MD

GROUP RESEARCH: MODELING THE BUILDING BLOCKS OF THE PANCREATIC ISLET

June 2014 - Aug. 2014

Jan. 2018 - PRESENT

- $\bullet \ \ \text{Simulated islet cells' activity using a computational model and compared with experimental result.}$
- Varied the geometries and proportions of the cells in this islet with the model.
- Presented the model to client in National Institutes of Health
- Published in UMBC Review: Journal of Undergraduate Research.

Project _____

THESIS RESEARCH

String Art Hanover, NH

• Generated the string layout to wrap around a set of nails in order to achieve the target representation.

- Explored different algorithm such as solving the linear least-squares problem in the different domain.
- Planned robot motion to wrap the strings.

Octopus Lab Hanover, NH

ANIMATOR 2018 - PRESENT

• Animated a rigged character.

Skill _____

Programming Java, JavaScript, HTML, C++, Python, LaTeX

Software Maya, ZBrush, MATLAB, Visual Studio, Android Studio, Microsoft Office

Coursework Computational Photography, 3D Modeling, Computer Animation, Human-Computer Interaction, Rendering Algorithm,

Smartphone Programming, Web Development, Machine Learning, Linear Algebra, Probability and Statistics

Languages Chinese, English

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