

YIBO YIN

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EDUCATION

Wuhan University

B.S. in Computer Science and Technology

GPA: 3.94 /4.00 | **Average Score:** 92.02 /100 | **Ranking:** 8 /254

Wuhan, China

Sept. 2021 - Present

RESEARCH EXPERIENCE

Graphics and Vision Lab, Wuhan University

May. 2023 - Jan. 2024

Research Assistant

Advisor: Prof. Chunxia Xiao

- Took part in a research project related to monocular depth estimation. Assembled a set of equipment of depth camera and ToF sensors and created a dataset (more than 10k pictures and other sensor data) with it.

Xiaohu Guo's Graphics Lab, remotely at the University of Texas at Dallas

April. 2024 - Present

Research Assistant

Advisor: Prof. Xiaohu Guo

- Reproduced the 1998 SIGGRAPH paper *Evaluation of Loop Subdivision Surfaces*. Cleaned up and co-open-sourced code for the 2015 SIGGRAPH paper *Q-MAT: Computing Medial Axis Transform by Quadratic Error Minimization*. [Github] Worked on a project about subdivision surface fitting under medial axis transform.

Waterloo Computer Graphics Lab, remotely at University of Waterloo

June. 2024 - Present

Research Assistant

Advisor: Prof. Toshiya Hachisuka

- Reproduced WoB method for Laplace's equation with Dirichlet boundaries in the 2023 SIGGRAPH paper *A Practical Walk-on-Boundary Method for Boundary Value Problems*. Worked on a project about photon density estimator for partial differential equation (PDE) s.

SELECTED PROJECTS

Software Renderer

Mar. 2023 - May. 2023

- Developed the project for learning knowledge in graphics. Followed the rendering pipeline with programmable vertex & fragment shader, along with some other techniques (shadow mapping, ambient occlusion, etc). [Github]

Interactive Ray Tracer

May. 2023 - June. 2023

- Created as a course project. Equipped with an interactive GUI that users could add spheres with customized metal & dielectrics materials to the scene and render it with Whitted-style Ray Tracing.

Reproduction of Photon Mapping

Sept. 2023 - Dec. 2023

- Reproduced the 1996 Rendering Techniques paper *Global Illumination using Photon Maps* with final gathering. [Github]

AWARDS

• **Second Class Scholarship** (10% school-wide), Wuhan University

Sept. 2022

• **Third Class Scholarship** (15% school-wide), Wuhan University

Sept. 2023

TECHNICAL SKILLS

- **Languages:** Chinese(Native Speaker), English(TOEFL iBT 102)
- **Programming Languages:** C++, C, Python, C#, GLSL, Java
- **Software:** Blender, Pbrt-v3, Nori
- **Library/Framework:** PyTorch