# YIBO YIN

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#### **EDUCATION**

Wuhan University Wuhan, China

BS in Computer Science Sept.2021 - Present

GPA: 3.94/4.00 Average Score: 92.03/100 Rank: 4/223

**Representative courses and scores:** Advanced Mathematics 1&2(94&92), Linear Algebra(96), Probability and Mathematical Statistics(91), Data Structure(90), Advanced Programming Language(93), Computer Graphics(94)

# SELECTED PROJECTS

#### **Software Renderer**

- Written in C++.
- It follows basic rendering pipeline and has programmable vertex & fragment shaders.
- It has techniques of texture mapping, back face culling and SSAO.
- Github: https://github.com/bryceyin13/Software-Renderer

## **Reproduction of Photon Mapping**

- Written in C++.
- It follows but makes a few changes from Global Illumination using Photon Maps.
- It has techniques of direct light sampling and final gathering.
- Github: https://github.com/bryceyin13/photon\_mapping

### **Interactive Simplified Path Tracer**

- Written in C#.
- It has an interactive GUI for users and uses a simplified Path Tracing algorithm.
- Github: Coming soon...

### **CPU Design for RISC-V Instruction Set (Course Project)**

- Written in Verilog.
- A five-stage pipeline CPU, including IF/ID/EX/MEM/WB stages.
- It has the ability to run basic instructions of RISC-V.
- Github: https://github.com/bryceyin13/WHU-ComputerOrganizationDesign-lab

#### RESEARCH EXPERIENCE

#### Chunxia Xiao's Graphics and Vision Lab Wuhan University

May.2023 - Feb.2024

Research Intern Research Area: Monocular Depth Estimation

- I led a whole project.
- I assembled equipment of depth camera and ToF sensors. Then I collected, processed data and formed a dataset (more than 10k pictures and other supporting data).
- I independently reproduced several SoTA CV papers and conducted many experiments about new ideas.

### **TECHNICAL SKILLS**

- Languages: Chinese(native), English(TOEFL 94)
- Programming Languages: C++, C, Python, GLSL
- Graphics API: OpenGL

# **SELECTED AWARDS**