YIBO YIN

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EDUCATION

Wuhan University **Wuhan, China**

B.S. in Computer Science and Technology *Sept. 2021 - Present*

GPA: 3.94 /4.00 | **Average Score:** 92.02 /100

RESEARCH EXPERIENCE

Graphics and Vision Lab, Wuhan University *May. 2023 - Jan. 2024*

Research Assistant Advised by Prof. Chunxia Xiao

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

Xiaohu Guo's Graphics Lab, remotely at the University of Texas at Dallas *April. 2024 - Present*

Research Assistant Advised by 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]* Working 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 Advised by 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*. Working on a project about photon density estimator for PDEs.

SELECTED PROJECTS

Software Renderer *Mar. 2023 - May. 2023*

- Developed the project for learning basic 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 but made a few changes from the 1996 Rendering Techniques paper *Global Illumination using Photon Maps*. *[Github]*

AWARDS

- **Second Class Scholarship**, Wuhan University *Sept. 2022*
- **Third Class Scholarship**, Wuhan University *Sept. 2023*

TECHNICAL SKILLS

- **Languages:** Chinese(Native Speaker), English(TOEFL iBT 97)
- **Programming Languages:**(Sort by mastery) C++, C, Python, C#, GLSL, Java
- **Software:** Blender, Pbrt-v3, Nori
- **Library/Framework:** PyTorch