YIBO YIN

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EDUCATION

Research Assistant

Wuhan University Wuhan, China

B.Eng. in Computer Science and Technology

Sept. 2021 - Jun. 2025

• **GPA:** 3.93 /4.00 (top 3%)

École polytechnique fédérale de Lausanne

Lausanne, Switzerland

M.Sc. in Digital Humanities Sept. 2025 - Present

RESEARCH EXPERIENCE

Graphics and Vision Lab, Wuhan University

May. 2023 - Jan. 2024

dataset of over 10,000 images and corresponding sensor data.

Advisor: Prof. Chunxia Xiao

• Assembled a set of equipment with an Intel depth camera and STMicroelectronics ToF sensors, creating a

Waterloo Computer Graphics Lab, remotely at University of Waterloo June. 2024 - Aug. 2024

Research Assistant

 Reproduced the algorithm in the SIGGRAPH paper A Practical Walk-on-Boundary Method for Boundary Value Problems for solving the boundary value problem of Laplace's equation with Dirichlet boundaries.

Computer Graphics Lab, remotely at the University of Texas at Dallas

**April. 2024 - Present Advisor: Prof. Xiaohu Guo

- Extended the evaluation algorithm in the SIGGRAPH Course Note paper *Evaluation of Loop Subdivision Surfaces* and the SGP paper *Fitting Sharp Features with Loop Subdivision Surfaces* to fragmented medial axis meshes under Loop Subdivision.
- Extended the simplification algorithm in the SIGGRAPH paper *Q-MAT: Computing Medial Axis Transform by Quadratic Error Minimization* to fragmented medial axis meshes.
- Proposed a subdivision surface fitting algorithm in collaboration with advisor, designed to preserve the sharp features of the fragmented medial axis mesh during fitting.

AWARDS

• Outstanding Student (10% school-wide), Wuhan University 2022, 2023, 2024

• Second Class Scholarship (10% school-wide), Wuhan University 2022

• Third Class Scholarship (15% school-wide), Wuhan University 2023, 2024

• Lei Jun Computer Innovation and Development Fund, Wuhan University 2024

TECHNICAL SKILLS

- Languages: Mandarin Chinese (Native Speaker), English (TOEFL iBT 102, R26 | L26 | S23 | W27)
- Programming Languages: C++, C, Python, C#, GLSL, SQL, Verilog HDL, Java
- Library/Framework/Tool/Software: Git, CMake, Nori, Blender, Pbrt-v3, PyTorch
- **Personal Interests:** Football, Baseball, Snooker, Military history, Classic mystery novels, Classical Music, Violin