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

- I participated in a research project related to depth estimation. I assembled the equipment of depth camera and ToF sensors. Then I created a dataset (more than 10k pictures and other information) with the equipment.

Xiaohu Guo's Research Lab, remotely at UTD *April. 2024 - Present*

Research Assistant Advised by Prof. Xiaohu Guo

- I am currently involved in a research project related to subdivision surface fitting under medial axis transform. During the process, I reproduced Stam's evaluation method of Loop subdivision surface.

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

Research Assistant Advised by Prof. Toshiya Hachisuka

- I am currently involved in a research project related to photon density estimator for PDEs. During the process, I reproduced one of the conditions discussed in the paper *A Practical Walk-on-Boundary Method for Boundary Value Problems*.

SELECTED PROJECTS

Software Renderer *Mar. 2023 - May. 2023*

- Using C++, I created this project for learning basic knowledge in graphics. It follows the rendering pipeline with programmable vertex & fragment shaders, along with some other techniques (shadow mapping, ambient occlusion, etc). Details can be seen at this *Github* repository URL.

Interactive Simplified Path Tracer *May. 2023 - June. 2023*

- Using C# and Windows Forms, I created this project as a course project. It has an interactive GUI for users with a simplified Path Tracing method. Users could add spheres with customized materials to the scene.

Reproduction of Photon Mapping *Sept.2023 - Dec.2023*

- Using C++, it follows but makes a few changes from the paper *Global Illumination using Photon Maps*. Details can be seen at this *Github* repository URL.

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
- **Library/Framework:** PyTorch

AWARDS

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