Connor Zhizhen Lin

Education

2020–Present	**PhD in Computer Science**, *Stanford University*, Stanford, CA.
2018–2019	**MSc in Computer Science**, *Carnegie Mellon University*, Pittsburgh, PA.
	Advisor: Keenan Crane
	Thesis: Periodic Conformal Parameterization
2015–2018	**BSc in Computer Science**, *Carnegie Mellon University*, Pittsburgh, PA.
	Minor in Robotics
	Selected Coursework: Computer Graphics, Discrete Differential Geometry, Computational Photography (PhD), Machine Learning (PhD), Graduate Artificial Intelligence, Knowledge-Based Deep Learning, Computer Systems, Distributed Systems

Experience

2019-2020 **Software Engineer**, *Google*, Mountain View, CA.
- Developing mobile computational photography with the Android and Pixel Camera Algorithms team under Dr. Chia-Kai Liang.
- Improving the performance and quality of depth mapping and Portrait mode.

2018 **Software Engineering Intern**, *Google Daydream*, New York, NY.
- Implemented a virtual reality plugin for Unity using C# and C++ that dynamically recognizes and morphs user virtual handwriting into text.
- Prototyped an augmented reality android app in Unreal Engine using C++ that also understands and morphs user handwriting on planar surfaces.

2017 **Software Engineering Intern**, *Yahoo!*, Sunnyvale, CA.
- Implemented an assistant Kik bot in Scala to direct chats with users and an image processing service that manipulates user images.
- Developed an image processing tool in Python that automatically generates a variety of magazine covers from user images using dlib and OpenCV for face and contour detection, as well as machine learning models to predict emotion.

2016 **Software Quality Assurance Intern**, *Mettler Toledo Autochem*, Columbia, MD.
- Managed pre-production scripts to ensure product safety and intuition when deploying new code and features, primarily managed in Visual Studio and C#.
- Optimized legacy code through smoke, regression, and performance testing and detected sources of error prone features from newer updates.

Skills C, C++, Python, MATLAB, Java, Git

Research and Teaching

Computer Graphics
- I am interested in the intersection between computer graphics and machine learning. Currently, I am exploring how to discover and leverage structure in neural representations of 3D shapes.
- At Carnegie Mellon, I worked on 3D mesh fabrication and geometry processing algorithms for quad meshing in my undergraduate and graduate research, advised by Professor Keenan Crane.

Teaching
- Teaching Assistant (Fall 2017, Fall 2018, Spring 2019). Computer Graphics (15-462/15-662)
- Teaching Assistant (Spring 2017). Principles of Imperative Computation (15-122)

Publications

Masters Thesis | **Periodic Conformal Parameterization** *SCS Technical Report* Connor Zhizhen Lin

Talks

July 2019 | **Periodic Conformal Parameterization** *Pittsburgh, Pennsylvania* Masters Thesis Defense
Dec 2017 | **Real World Fabrication of 3D Meshes** *Pittsburgh, Pennsylvania* CMU SCS Undergraduate Research Showcase

Awards

- 2020 Stanford Graduate Fellowship in Science & Engineering
- 5x Dean's List
- University Honors