

CHONGYANG BAI

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🎓 EDUCATION

University of Science and Technology of China (USTC), Hefei 2012 – 2016

B.S. in Information and Computing Science

- Overall GPA: 3.66/4.3
- Rank: 26/121

B.S. in Computer Science and Technology (Dual)

👤 EXPERIENCE

Microsoft Research Asia Beijing 07/2015 – 06/2016

Intern in IG group Mentor: Yang Liu

[PolyCube Construction and Hex Mesh Generation](#) (accepted to the PG conference)

- Reviewed and implemented state-of-art PolyCube construction methods such as deformation-based, GraphCut-based ones
- Participated in the project of efficient PolyCube construction. Developed mesh labeling, segmentation and flattening module

Generalized PolyQuad aided planar quadrilateral mesh generation

- Designed a new method: simplify the input to generalized PolyQuad, and construct quad mesh there, then map it back to the input and optimize the mesh quality
- Developed the method based on Qt, CGAL, MOSEK

SoftWare Engineering Mentor: Xin Zou

[Word-Reciting Module of UWP Microsoft Bing Dictionary](#) (published in Windows Store)

- Designed a scientific word-reciting algorithm and interaction
- Developed an interface adapting PC, tablet and mobile

Action Game Design and Developement via Unity 3D Hefei 10/2014 – 12/2014

Computer Graphics Course Project Mentor: Ligang Liu

- Constructed the game scene
- Implemented the actions of characters

⚙️ SKILLS

- Programming Languages: C/C++ > C#, Matlab, Mathematica
- Developing Tools: QT, OpenGL, OpenCV, CGAL

♥️ HONORS AND AWARDS

Efficient Volumetric PolyCube-Map Construction. Xiaoming Fu, Chongyang Bai , Yang Liu, Pacific Graphics 2016	08/2016
Outstanding Graduates in University of Science and Technology of China	05/2016
GuangHua Scholarship	06/2015
Outstanding Student Scholarship in Science and Technology of China	06/2014

✍️ SELF-EVALUATION

I have a great passion for Computer Graphics, with a solid mathematical foundation(Linear Algebra, Possibility and Statistics, Numerical Analysis, etc.). I am familiar with basic algorithms, data structures, and C++ development.

I'll be available approximately from 12/01/2016 to 06/30/2017, and I am looking forward to learning and working as a research assistant in CMC, City Univ. of Hong Kong.