

Tao Huang

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EDUCATION BACKGROUND

Nanjing University, Nanjing, Jiangsu, China
Bachelor of Science in Computer Science and Technology
Cumulative GPA: 4.5/5.0

Sept. 2018—Jun. 2022

University of California, Santa Barbara
Master of Science in Computer Science and Technology

Sept. 2022—Present

PUBLICATION

Real-time Deep Radiance Reconstruction from Imperfect Caches

T.Huang, Y.Song, J.Guo.

Presented at Pacific Graphic 2022

PERSONAL PROJECTS

Deep Radiance Reconstruction, The CG and CV Research Group, Nanjing University

July 2021—May 2022

- Implemented a deep real-time rendering pipeline in a C/C++ based rendering framework Falcor. Deepened understanding of the advanced algorithms of real-time rendering; learned rendering system of NVIDIA Falcor(URL <https://github.com/dcjmj/falcor-PreRadianceMap.git>)
- Published a paper as the first author in Pacific Graphics, Real-time Deep Radiance Reconstruction from Imperfect Caches.
- Aimed at focusing on the cloud exhibition hall that could achieve multi-user and multi-angle efficient real-time image rendering. Handled arbitrary light paths in a mid-size scene, and ensured high-quality rendering results and reached 60 frame/second.

Real-time Extrapolated Rendering for Low-latency Temporal Supersampling, The CG and CV Research Group, Nanjing University & Nvidia Shiqiu Liu & UCSB Lingqi Yan

Sept. 2020—Jul. 2021

- Implemented a deep real-time rendering pipeline in a C/C++ based rendering framework Falcor. Deepened understanding of the advanced algorithms of real-time rendering; learned rendering system of NVIDIA Falcor
- Help completed paper, *Real-time Extrapolated Rendering for Low-latency Temporal Supersampling*, published at SIGGRAPH 2021
- Improved teamwork and communication skills

Enola, Nanjing University

Oct. 2020—Nov. 2020

- Developing a 2D side-scrolling role-playing games based on Unity and JavaScript.
- Leading a team of six members
- Participated in the design of game mode, NPCs, and plots; adopted the storytelling form of switching double perspectives, including the character inner world description from a perspective of a fairy tale, and the reality description from a view of the natural world.

HONORS

Second-class Scholarship (Ratio 05/25), Computer Science and Technology Department Top-notch Program, Nanjing University

Sept. 2021

First-class Scholarship (Ratio 03/25), Computer Science and Technology Department Top-notch Program, Nanjing University

Sept. 2020

Special Prize (Ratio 03/25), Computer Science and Technology Department Top-notch Program, Nanjing University

Sept. 2019

First Prize Of NOIP(National Olympiad in Informatics in Provinces)

Oct. 2017

SKILLS

Programming Languages: C/C++, GLSL/HLSL, Python