WEIJIE ZHOU

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EDUCATION

University of Waterloo *September 2021 - Present*
Ph.D. in Computer Science
Supervised by Prof. Toshiya Hachisuka

The University of Tokyo *April 2019 - March 2021*
Master in Information, Science and Technology
Supervised by Prof. Toshiya Hachisuka

Shanghai Jiao Tong University *September 2013 - June 2017*
Bachelor in Software Engineering

WORK EXPERIENCE

HUAWEI Tokyo Research Center - Research Internship August 2019 - June 2021
GPU Path Tracing Renderer Project, C++, Python, PyTorch, OpenCL

- developed an interactive GPU-based mobile path tracing renderer and optimized the performance, achieving a performance speedup 2x˜3x compared to the legacy renderer.
- utilized a U-net-like autoencoder with temporal information to implement an AI-based denoiser to denoise the 1spp path tracing image and ported the network to mobile NPU, achieving state-of-the-art performance on mobile with interactive fps..

HUAWEI Technologies CO. LTD - Test Engineer August 2017 - September 2018
HUAWEI VR2 Project, C++, C#, Python, Unity, OpenGL ES

- optimized the VR2 SDK performance by enabling an OpenGL ES extension on Huawei VR2, reducing the draw calls of VR rendering to a half.
- developed an automation test framework, enabling the functional test and stability test to execute automatically.
- developed SDK test tools, reducing the test time for SDK to less than 30 minutes.

HUAWEI Technologies CO. LTD - Test Engineer Internship July 2016 - June 2017
HUAWEI Mate9 Project and HUAWEI VR1 Project, C++, C#, Python, Unity

- developed a Vibration Module based automation test tool in the hardware abstraction level (HAL) for Mate9.
- developed a Unity-based VR1 automation test tool by mocking the sensor data (quaternion and position).

TECHNICAL SKILLS

Programming Languages: C++, C#, Java, Python
Tools: Unity, OpenGL ES, OpenCL, OpenCV, WebGL, PyTorch, LaTeX

LANGUAGES SKILLS

Chinese: native
English: business (TOFEL iBT 93/120)
Japanese: intermediate (JLPT N1 103/180)