

Tongwei D.

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in [LinkedIn](#)

📍 California, CA

Portfolio: <https://dw218192.github.io/portfolio/>

EDUCATION

University of Pennsylvania (GPA: 4.0/4.0)

PA, USA

MSE in Computer Graphics and Game Technology

Aug.2022 - Dec.2023(expected)

Core courses: *Physically based Rendering, GPU Programming, Procedural Generation, Computer Animation*

University of Southern California (GPA: 3.8/4.0)

CA, USA

BS in Computer Science

Aug.2017 - Jun.2021

SKILLS

- **Programming:** C, C++, C#, Python, GLSL, HLSL, Maya MEL, Houdini VEX
- **Software:** Visual Studio, Unity, Unreal Engine 4&5, Git, Maya, Houdini
- **Framework:** CUDA, Vulkan, OpenGL, WebAssembly, LLVM

WORK EXPERIENCE

System Software Engineer | NVIDIA

Jan.2024 – Present

- Developed various **synthetic data generation (SDG)** tools focused on character AI and crowd simulation in NVIDIA's Isaac Sim for training object detection and multi-object tracking models.
- Helped prototype and optimized the **MEGA Omniverse blueprint**, a comprehensive framework designed to simulate, test, and optimize robotic fleets within digital twins of industrial environments.
- Implemented CI/CD pipelines using **GitLab CI/CD** for new synthetic data generation projects, enabling automated builds, tests, and deployments for the first time, replacing manual and error-prone release processes.
- Implemented an **end-to-end testing framework** for SDG projects, ensuring data integrity, reproducibility, and robustness across multiple datasets and use cases.

Research Assistant, Software Developer Intern | Penn Computational Intelligence Lab

May.2023 – Sep.2023

- Incorporated Microsoft's **mimalloc** allocator into **WASI-SDK**'s C standard library.
- Implemented a multi-way segment tree to achieve $O(\log(n))$ address-tag pair look-up for a custom kernel, achieving a **5x** speed boost with only **1.3x** worst-case memory overhead.
- Built a specialized memory allocator based on mimalloc for **disaggregated computing** applications.

Unity Engine Tool Programmer | NetEase Games

May.2020 – Aug.2020

- Used **Unity Editor API** to develop pipeline automation and scene object placement tools using **C#**, greatly improving the working efficiency of level designers.
- Refactored existing animation debugging tools, achieving approx. 50% performance gain and 100% less memory usage.
- Leveraged **compute shaders** to optimize terrain brush tools by transferring some workloads to GPU.
- Held regular meetings with the art team to gauge tool usage and collect performance data.

PROJECT EXPERIENCE

Maya Plugin for Procedural Flower Modeling

Feb. 2023 – Apr.2023

- Implemented a Maya Plugin using C++ and **MEL** to procedurally generate tree-like structures and flowers based on extended **L-System** production rules and grammar with positional information.
- Created a user-friendly GUI using the **Qt** framework, enabling convenient configuration and visualization of the parameters.

GPU Sound Propagation Simulator

Nov. 2022 – Dec.2022

- Developed an efficient 3D sound propagation system by segmenting space into discrete planes and simulating 2D wave propagation on each slice as an approximation.
- Ported the C++ library to Unity to allow for easy access by game developers.

CUDA Path Tracer and Denoiser

Sep. 2022 – Nov.2022

- Implemented a Monte-Carlo Path Tracer using **CUDA C++** with .obj Mesh loading and texture mapping.
- Implemented an edge avoiding denoiser for high-quality, low-SPP denoising using G-Buffer data.
- Achieved a 10x speed-up for triangle intersection tests in complex scenes using GPU-based octree and stream compaction.
- Utilizing **NVIDIA Nsight** kernel profiler, conducted a thorough performance analysis to catch significant factors that impact the running time of the path tracer.

2D Puzzle Game

Mar. 2021 – May.2021

- Designed and developed a 2D puzzle game in Unity, featuring recursive puzzles and brain teasers for players to solve.
- Utilized various decoupling patterns (e.g., observer pattern, game logic as data) to ensure code extensibility and maintainability.
- Implemented a simple boolean expression parser that enables level designers to set conditions for triggers and manage the dependencies between scene objects.