

# Yu Ju (Edwin) Chen, PhD

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edwinchenyj@gmail.com +1 (310) 871 9716

12751 Millennium Dr Apt 207, Playa Vista, CA, 90094, United States

Website: <https://edwinchenyj.github.io>

## Programming Languages, APIs

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- C++, Python, Matlab, NodeJs, Javascript, React, Typescript, C#, HLSL, Cuda, OpenGL, DirectX, ThreeJs, HTML, CSS

## Skills

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- Scientific Computing, Numerical Linear Algebra, Machine Learning, CI/CD, CMake, Git, Docker, Linux, Shell Scripting, AWS, Azure, GCP, Object-oriented design, Concurrency, Parallel Computing, Unreal Engine, Blender, Houdini

## Education

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- **PhD, University of British Columbia** **Vancouver, British Columbia**  
*Computer Science* Advisors: Uri Ascher, Dinesh Pai *Sep 2014 - May 2020*  
Dissertation: Integrators for elastodynamic simulation with stiffness and stiffening
- **BASc, University of British Columbia** **Vancouver, British Columbia**  
*Engineering Physics* *Sep 2009 - April 2014*

## Experience

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- **Senior Researcher - Tencent America, Graphics and Vision**, Los Angeles, CA *Feb 2022 - Present*
  - Conducted extensive research on GPU-based numerical algorithms, leveraging localized data structures and parallel computing in Cuda and DirectX compute shaders
  - Revamped and optimized the maintainability of the existing physics engine through implementation of object-oriented design patterns
  - Implemented a comprehensive CI infrastructure to enhance engineering efficiency and streamline processes
- **Research Software Engineer - Rapidia Tech Inc**, Vancouver, BC *July 2019 - Jan 2022*
  - Served as the founding software engineer, building and leading a team from the ground up
  - Designed and executed both IT and engineering infrastructure to support the growth and development of the company
  - Developed and maintained a 3D visualization and printer control app, providing an intuitive and user-friendly experience for clients
  - Troubleshoot and resolved complex communication protocols for furnace controllers, ensuring reliable and efficient operations
- **Research Intern - Adobe Creative Technologies Lab**, Seattle, WA *May 2017 - Aug 2017*
  - Conducted innovative research in elastodynamics, developing a new model reduction algorithm with improved accuracy
  - Published findings in the SCA2019 conference, contributing to the advancement of the field

## Publications

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- **Towards Realtime: A Hybrid Physics-based Method for Hair Animation on GPU** SCA 2023
- **SIERE: A Hybrid Semi-Implicit Exponential Integrator for Efficiently Simulating Stiff Deformable Objects** ACM TOG 2020
- **EigenFit for Consistent Elastodynamics Simulation Across Mesh Resolution** SCA 2019
- **Exponential Rosenbrock-Euler Integrators for Elastodynamic Simulation** IEEE TVCG 2017

## Awards

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• NSERC PGSD, University of British Columbia	\$63000
• NSERC CGSM, University of British Columbia	\$17500
• Roy Nodwell Memorial Prize, University of British Columbia	\$1000
• J Fred Muir Memorial Scholarship, University of British Columbia	\$1000