Yu Ju (Edwin) Chen

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Website: https://edwinchenyj.github.io

Skills

• Machine Learning, PCA, Numerical Linear Algebra, Numerical Optimization, Numerical Differential Equation, C++, Python, Matlab, Javascript, Typescript, CMake, Git, C#, Docker, CI/CD, NodeJs, React, Linux, Object-oriented design, Cloud services, Concurrency, Parallel Computing, Cuda, DirectX.

Education

• University of British Columbia

Vancouver, British Columbia

PhD., Computer Science Sep 2014 - May 2020

Dissertation: Integrators for elastodynamic simulation with stiffness and stiffening Advisors: Uri Ascher, Dinesh Pai

• University of British Columbia BASc, Engineering Physics

Vancouver, British Columbia

Sep 2009 - April 2014

Experiences

• Senior Researcher - Tencent America, Los Angeles, CA

Feb 2022 - Present

As a researcher in the Game and AI team, I work on GPU-based numerical techniques for physically-based simulation.

July 2019 - Jan 2022

I was the lead for the software team, where we developed both software and firmware for our product. I worked on our software infrastructure and lead the development for our software tools, including a NodeJS electron app, an image processing based close-loop print quality control, and a thread-safe communication protocol for our furnace controller.

• Research Intern - Adobe Creative Technologies Lab, Seattle, WA

May 2017 - Aug 2017

Supervisors: Danny Kaufman

I investigated integrators for physical simulation with mass-PCA model reduction and published our work EigenFit at SCA 2019.

Publication

• SIERE: A Hybrid Semi-Implicit Exponential Integrator for Efficiently Simulating Stiff Deformable Objects

Yu Ju Chen, Seung Heon Sheen, Uri M. Ascher, Dinesh K. Pai ACM TOG 2020

• EigenFit for Consistent Elastodynamics Simulation Across Mesh Resolution

Yu Ju Chen, David Levin, Danny Kaufman, Uri M. Ascher, Dinesh K. Pai Symposium on Computer Animation 2019

• Exponential Rosenbrock-Euler Integrators for Elastodynamic Simulation

Yu Ju Chen, Uri M. Ascher, Dinesh K. Pai IEEE TVCG 2017

IEEE IVOG 2017

Teaching Experiences

• Teaching Assistant

Computational Optimization (CS406) University of British Columbia
Numerical Computation (CS302) University of British Columbia
Sep 2016 - Dec 2016
Sep 2014 - Dec 2014

- Numerical Approximation (CS303) University of British Columbia

Jan 2015 - Apr 2015

- Computer Graphics (CS314) University of British Columbia

Jan 2014 - Apr 2014

Awards

• PGSD University of British Columbia	May 2016 - Apr 2019
• CGSM University of British Columbia	Sep 2014 - Aug 2015
• Roy Nodwell Memorial Prize University of British Columbia	Jan 2014 - Apr 2014