

# Stephanie Wang

✉ [evast@g.ucla.edu](mailto:evast@g.ucla.edu)

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## Education

- Mar 2020 **Ph.D. in Mathematics**, *UCLA*, 3.88/4, Dissertation advisor: Prof. Joseph Teran.  
Jan 2013 **B.S. in Mathematics**, *National Taiwan University*, 3.64/4 *magna cum laude*.

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## Research Experience

- 2020-present **Postdoc – under Prof. Albert Chern**, *UCSD*, San Diego, CA.  
Weird maths with applications in graphics using Houdini and python programming.
- 2019-2020 **Ph.D. Study – under Prof. Wilfrid Gangbo**, *UCLA*, Los Angeles, CA.  
Regularity theory for minimizers of polyconvex functionals related to Navier-Stokes equation.
- 2019 summer **Summer Exchange – under Prof. Johan Gaume**, *EPFL*, Lausanne, Switzerland.  
Physics-based simulations, post-processing, and data analysis of snow and tire interaction and consulting at the Snow and Avalanche Simulation Laboratory.
- 2016-2019 **Ph.D Study – under Prof. Joseph Teran**, *UCLA*, Los Angeles, CA.  
Physics-based simulations for animation purposes using C++ programming, convex and nonconvex optimization, numerical PDEs, numerical linear algebra, parallel computing.
- 2013-2014 **Research Assistant – under Prof. Wen-Wei Lin**, *NCTU*, Hsinchu, Taiwan.  
Generalized eigenvalue problems using MATLAB programming.

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## Employment

- 2020 **Assistant Adjunct Professor**, *UCLA Math Dept*, Los Angeles, CA.  
Teaching Machine Learning (Math156) and Calculus of Several Variables (Math32A).
- 2019 spring **Instructor**, *UCLA Math Dept*, Los Angeles, CA.  
Teaching Linear Algebra and Applications (Math33A).
- 2018 summer **Technology Intern**, *Walt Disney Animation Studio*, Burbank, CA.  
R&D for pioneer simulation technology in animated feature film, teaming with FX artists, numerical analysis, continuum mechanics, C++, HDK.
- 2015-2020 **Teaching Assistant**, *UCLA Math Dept*, Los Angeles, CA.  
Linear algebra and intro to mathematical proofs, undergrad and grad level numerical methods, intro, intermediate, and advanced C++ programming.

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## Skills

- Programming C++ (Eigen, tbb, gdb, valgrind), lua, MATLAB (CVX), zsh, L<sup>A</sup>T<sub>E</sub>X, Houdini, Vim, git
- Mathematics Optimization, differential equations, scientific computing, and numerical linear algebra.
- Languages English and Mandarin Chinese - bilingual proficiency.
- Hobbies Rock climbing, hiking, and cooking

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## Selected Publications

- Aug 2021 **Stephanie Wang** and Albert Chern, Computing Minimal Surfaces with Differential Forms, *ACM Transactions on Graphics (SIGGRAPH 2021)*
- Nov 2019 M. Ding, X. Han, **S. Wang**, T. Gast, J. Teran, A thermomechanical material point method for baking and cooking, *ACM Transactions on Graphics (SIGGRAPH Asia 2019)*
- Jul 2019 X. Han, T. Gast, Q. Guo, **S. Wang**, C. Jiang, J. Teran, A Hybrid Material Point Method for Frictional Contact with Diverse Materials, *Proc ACM on Computer Graphics and Interactive Techniques (SCA 2019)*
- Jul 2019 **S. Wang**, M. Ding, T. Gast, L. Zhu, S. Gagniere, C. Jiang, J. Teran, Simulation and Visualization of Ductile Fracture with the Material Point Method, *Proc ACM on Computer Graphics and Interactive Techniques (SCA 2019 Best Paper)*