

My name is Xiaoxin Fang and I received my bachelor degree in computer science and technology at Shanghai Jiao Tong University. During my undergraduate I worked hard in my major and got good grades in most courses, with final ranking in top 15% in computer science. I also got the scholarship of Shanghai Jiao Tong University in 2011, 2012 and 2013. These courses covered mathematics (mathematic analysis, linear algebra, discrete mathematics), electronic engineering (analog and digital circuit) and computer sciences (data structure, computer architecture, compiling and etc.). For programming languages I'm familiar with C++, Java and Python. Besides, I passed the national English level test CET 6 in this period.

I joined the project for 3D Game Engine Migration and Wrapping from ZTE (Zhongxing Telecommunication Equipment Corporation) in 2013. This project focused on migrating the graphic engine Irrlicht (open source, written with C++) from PC to Android platform. Our work is to provide an engine which is easy to use for Java developers. The functions in Irrlicht is wrapped up into Java classes using JNI. Based on this migrated engine, a 3D UI application is develop for menu selection. The interface for some special effects such as frame and snow using particle system are also realized. This project improved my understanding for graphical engine and Android application development.

Now as a postgraduate majoring in computer graphics at Shanghai Jiao Tong University, my research interest is mainly on graphical rendering and image processing. I've done some work on depth-of-field rendering and proposed the paper *Real-time depth-of-field rendering using single-layer composition* in 2014, which is accepted by CASA 2014 and is presented in Computer Animation and Virtual Worlds. Another work *Structure-Aware QR Code Abstraction* is accepted to the CGI'15 conference. I've also done research on grass and hair rendering and simulation, depth extraction for single image and stereo images, and image deblurring with depth map and color map given.