Haoyang Wu

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Nanjing University, Master Student

■ LinkedIn

o GitHub

EDUCATION

· Nanjing University, Nanjing, China

2023-Now

Computer Technology

M.Eng.

· Shandong University, Qingdao, China

2019-2023

Computer Science and Technology

B.Sc.

PROJECTS

· Physically Based Rendering

2023/07-2023/08

An pbrt-v4 renderer

‡ Tools & technologies used: C++

‡ pbrt

TECHNICAL SKILLS

Natrual Language: English (CET-6 537); Chinese (Native)

Programming Language: C/C++/Python/Taichi/OpenGL/Vulkan/DirectX

 $\textbf{Software} : \ Blender/Houdini/ZENO/Maya/Unity/UE$