Wenyuan Yan

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EDUCATION

INSTITUTE OF SOFTWARE CHINESE ACADEMY SCIENCE

Computer Graphics
Interests: Physically Based Animation
Expected Jul. 2017

BEIJING INSTITUTE OF TECHNOLOGY

Software Engineering (Digital Media)
2010.08-2014.06
GPA: 3.8 / 4.0
Ranking: 2 / 60

LINKS

Homepage:// http://www.goudan-er.xyz
Github:// https://github.com/goudan-er
Linkin:// http://www.linkedin.com/in/yanwenyuan

COURSEWORK

GRADUATE

Algorithm Design
High-Performance Computing Systems(CUDA)
Numerical Analysis

UNDERGRADUATE

Computer Graphics
Interactive Computer Graphics
Java Programming
Design Pattern
Operating System
Computer Network
Database

SKILLS

PROGRAMMING

Over 5000 lines: C++
Over 2000 line: CUDA C++ • JAVA
Used: C# • PHP • LaTeX • Markdown • HTML • CSS

EXPERIENCE

NETEASE YOUDAO

Software Engineering Intern, Nov 2015 – March 2016
>Participate in the Windows Youdao dictionary maintenance;
>Develop new install package independently, and new install package binds promotion soft with danymic configuration;
>Build CI service based teamcity(only part of work).

PROJECT

SOFTSHADOW RENDERING ALGORITHM BASED DEPTH PEELING

Undergraduate Coursework; C++; DirectX10;
>Description: In this project, I proposed a soft shadow rendering algorithm based raytracing and depth peeling technique. During the project, I had survey some shadow rending algorithm based shadowmap and transparent rending algorithm based depth peeling.

FPS GAME BASED OPENGL

Computer Graphics Course Project; C++; OpenGL;
>Description: In the project, I achieved a small particle system, and I used the height map technique to build a 3D terrain. And more, I imported 3D model successfully(md2 format), and the model can be well controlled. Through this project I have some basic computer graphics.
>My Work: Building the framework and developing each module

IMAGE FEATURE MATCHING ALGORITHM OPTIMIZATION

Course Project; CUDA C++;
>Description: Using CUDA accelerate the algorithm implemented in matlab. Finally, I achieved a dozen times acceleration.

KWIC

Design Patterns Course Project; JAVA;
>Description: As we all know, the KWIC is a very classic architecture and design patterns topic.
>My Work: Team leader, design the architecture, and add some design patterns. Through this project, I learned a lot of design patterns and four classic architecture, so that I can design a good framework and modules.

PERSONAL BLOG

Personal Blog; HTML, CSS, Markdown;
>Description: Static blog based on Jekyll and hosted on GitHub.

AWARDS

ACM-ICPC Asian Regional Silver in China Jinhua
ACM-ICPC Asian Regional Silver in China Nanjing
Peking University 12th “HuLu” Programming Contest Third Award
BIT 8th "HuaRuiShiJi" Programming Contest Second Award
Model Student of Academic Records, University of Chinese Academy Science