

Education

2008–2012	Bachelor of Science in Computer Science and Information Engineering, National Taiwan University.
2007–2011	Bachelor of Science in Chemistry, National Taiwan University.
2004–2007	Diploma, Taipei Municipality Jianguo(Chien-Kuo) High School.

Research Interests

Computer Graphics	PR and NPR rendering algorithms, 2D/3D modeling/animating methods, light-field reconstruction and physically-based simulation.
Theoretical Chemistry	Molecular modeling and quantum dynamical simulation.

Awards and Honors

May, 2011	Excellent Undergraduate Poster Award, Department of Chemistry, National Taiwan University.
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Experience

Sep., 2011–Jul., 2012	Research in an undergraduate special project of constructing a lighting-by-guide system. Under instruction of Professor Yung-Yu Chuang.
Aug., 2010–Jul., 2012	Worked part-time in Theoretical Chemistry Group, Department of Chemistry, National Taiwan University. Research in designing novel ultrafast non-linear spectroscopy technique. Under instruction of Professor Yuan-Chung Cheng.
Jan., 2011–Apr., 2011	Worked as the director of the senior musical in “The Night of Chemistry”.
Jun., 2008–Jul., 2008	Enrolled in summer sessions at University of California at Berkeley.
Jun., 2005–Jun., 2006	Offer courses in 3D computer graphics in Information Club, Jianguo(Chien-Kuo) High School.

Personal Projects

Monotone	A library for generating countup or countdown animation.
Jyuben	A \LaTeX class for typesetting plays in Chinese.

Conceptual Projects

2.5D Animation Pipeline	Constructing a framework for realistic 3D shading on 2D animations.
Spades	Design a unified programming language to generate board game simulators.
Stories for Animation	I continually collect ideas and write stories with hope to producing animated features in the future.