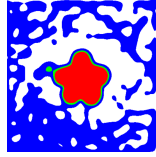


Michael Xu



mxa23@sfu.ca · michaelx.io · github.com/mshoe

Education

Simon Fraser University	May 2023 — Present
PhD in Computing Science	
University of Toronto	Sep 2015 — Apr 2020
B.A.Sc. in Engineering Science, Electrical and Computer Engineering Option	

Publications

- **Michael Xu**, Yi Shi, KangKang Yin, Xue Bin Peng. PARC: Physics-based Augmentation with Reinforcement Learning for Character Controllers. *In ACM SIGGRAPH 2025 Conference Proceedings (SIGGRAPH '25)* (2025).
- **Michael Xu***, Changyong Song*, David I. W. Levin, David Hyde. A Differentiable Material Point Method Framework for Shape Morphing. *IEEE Transactions on Visualization and Computer Graphics* (2025).

Work Experience

- | | |
|---|---------------------|
| • Research Intern , <i>Disney Research Studios</i> | Jun 2025 — Aug 2025 |
| • Software Developer , <i>Rocscience Inc.</i> | May 2020 — Jan 2023 |
| • Software Developer Intern , <i>Rocscience Inc.</i> | May 2019 — Aug 2019 |
| • Software Engineering Intern , <i>Microsemi Corporation</i> | Jul 2018 — Apr 2019 |
| • Summer Research Student , <i>UofT Dynamic Graphics Project</i> | May 2017 — Aug 2017 |
| • Technical Student , <i>Toronto Hydro</i> | May 2016 — Aug 2016 |

Invited Talks

Physics-based Augmentation with Reinforcement Learning for Character Controllers	July 15, 2025
Disney Research Studios — Robotics Group	
Zürich, Switzerland	

Physics-based Augmentation with Reinforcement Learning for Character Controllers	July 1, 2025
Disney Research Studios — Animation Group	
Zürich, Switzerland	

Posters

- **Michael Xu***, Changyong Song*, David I. W. Levin, David Hyde. A Differentiable Material Point Method Framework for Shape Morphing. *Symposium of Computer Animation*, (2024)
Best Poster Award
- **Michael Xu**, David I. W. Levin. Deformation Gradient Control of Physically Simulated Elastoplastic Amorphous Objects. *Symposium of Computer Animation*, (2023)

Awards

- Best Poster Award - Symposium of Computer Animation 2024 2024
- 3rd at Ontario Engineering Competition - Programming 2018
- 1st at UofT Engineering Kompetition (UTEK) - Programming 2018
- 2nd at WearHacks Toronto Hackathon 2016
- 3rd at UofT Game-Making Deathmatch 2016
- Vale Higher Education Scholarship 2015
- UofT President's Entrance Scholarship 2015