

# Runze Zhang

Runze Zhang (张润泽) is a third-year Master's student at the VCC of Shenzhen University, advised by Prof. Hui Huang. His research interests focus on building interactive and realistic virtual worlds (Sword Art Online).

## EDUCATION

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### Shenzhen University

*M.sc. in Computer Science*

Shen Zhen

*Sept. 2022 – Jun 2025 (expected)*

### Hebei University of Technology

*B.sc. in Road Bridge and River Crossing Engineering*

Tian Jin

*Sept. 2018 – Jun 2022*

## INTERNSHIP EXPERIENCE

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### Tencent

*Algorithm Engineer*

May. 2024 – Sept. 2024 (expected)

*NanShan, SZ*

- Perform geometric optimization on the car models in the PRacing game.

## PUBLICATIONS

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### Architectural Co-LOD Generation

*runze Zhang, shanshan Pan, chenlei Lv, minglun Gong, hui Huang*

ACM Transactions on Graphics (SIGA 2024)

## AWARDS & SKILLS

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- The Chinese Mathematics Competitions (CMC) Provincial First Prize (Rk.17).
- CET-6 with a score of 540.
- C++, Python, Latex.

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