

# GUOWEI (Peter) LU

[peter6.lu@gmail.com](mailto:peter6.lu@gmail.com) • [Github](#) • DoB: 1983

## PROFILE

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I am a cum laude graduate from the master's program Game and Media Technology at University Utrecht in The Netherlands. Before that, I was a GIS engineer in China. I am passionate about 3D graphics, and my research interests include Physically based rendering and virtual earth.

## EDUCATION

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### Utrecht University, the Netherlands

Sep. 2018 – Sep.2020

M.Sc. in Computer Science, Game and Media

- Relevant Courses: Advanced Graphics, Optimization and Vectorization, Game Physics, Computer Vision, Geometric Algorithm, Motion and Manipulation, Crowd Simulation
- Master Thesis: 'Gradient-Domain Volume Rendering'(grade: 8.5/10)
- GPA: 8.73/10

### Beijing Forestry University, China

Sep. 2002 - Jun. 2006

B.Sc. in Information Management & Information System

## EMPLOYMENT

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Engineer, R&D Department, SuperMap, Beijing/Chengdu, China

Jul. 2006 - Jun. 2018

- Virtual Earth: real-time massive 3D content rendering in the Browser.
- Map Module: map rendering

## PROJECTS

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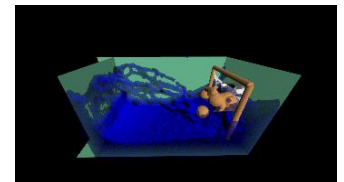
[SBDPT](#) • C++, CUDA • 2019

A streaming BDPT rendering system. **#CUDA, Optix, wavefront.**



[Fluid Simulation](#) • C++, Compute shader • 2019

Position Based Fluid Simulation. **#collision, rigid body, clothes.**



[Action Recognition](#) • Python, Keras, tensorflow • 2019

A CNN architecture to classify human actions **#Stanford-40 dataset, data augmentation, transfer learning.**

[Examples for Cesium](#) • JS, WebGL • 2017

A gallery of Cesium demos. **#MapBox vector tile, ESRI height map terrain, dynamic data visualization.**



*\*For all projects, please visit my [project portfolio](#).*

## ACHIEVEMENTS

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Graduation with Cum Laude

2020

Innovation Award (Company, team)

2016/2008

National High School Mathematics League, National 3<sup>rd</sup> prize, Provincial 1<sup>st</sup> prize

2001

## MISCELLANEOUS

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Programming Language

C++, JS, Python, CUDA, WebGL

Oral & Written

English(medium, IELTS 7), Mandarin(Native)

Hobbies

Physically Based Rendering, Virtual Earth, LEGO