

# Ruiliang Gao

Samsung Research America, Mountain View, CA94043, USA  
ruiliang.gao93@gmail.com • website

## EDUCATION

### University of Florida (UF)

- Ph.D. in Computer Engineering Aug 2015 – Apr 2022
  - Research area: Computer Graphics, Physical Simulation, Virtual Reality, Human-computer Interaction
  - Advisor: Jörg Peters
  - Cumulative GPA: 3.82 / 4.00

### University of Science and Technology of China (USTC)

- B.S. in Computational Mathematics Sep 2011 – Jun 2015
  - Advisor: Ligang Liu
  - Cumulative GPA: 3.76 / 4.30 (top 10%)

## RESEARCH AREAS

Computer Graphics Rendering & Composition, Physical Simulation, Mixed Reality, Human-computer Interaction

## PROFESSIONAL & RESEARCH EXPERIENCE

**Senior R&D Engineer**, Immersive Experience Platform Lab, Samsung Research America, Mountain View Jul 2022 – Now

- Develop XR Graphics Framework components
- Develop proof-of-concept prototypes for innovative AR/VR products

**R&D intern**, Kitware, Inc, North Carolina

- PBD and Pattern Cutting in iMSTK May 2019 – Aug 2019
  - Improved the PBD cloth simulation in iMSTK and developed its real-time topology modification algorithm.
  - Modeled a pattern cutting surgical training application

**PhD Candidate**, SurfLab Research Group, University of Florida

- TIPSLite Jun 2020 – May 2022
  - TIPSLite is our new cross-platform, cell phone based remote laparoscopy surgical training interface.
  - Developed the remote simulator, TIPS controller Android APP and part of the iOS APP
  - Tested, deployed and maintained the remote App manager and the thin client
- Elastoplasticity FEM modeling in surgery simulation Oct 2020 – Jan 2022
  - Extended the existing elastic FEM-based methods in Simulation Open Framework Architecture (SOFA) to handle plastic deformation on hexahedral meshes, including both rotational and stretching plasticity.
- Toolkit for Illustration of Procedures in Surgery (TIPS) Dec 2015 – Dec 2021
  - TIPS is a 3D interactive multimedia authoring and learning environment for communication of surgical procedures, which integrates three layers: 1) TIPS Simulator, 2) TIPS Artist, 3) TIPS Author
  - Implemented/improved several plugins in the Open Source SOFA-based TIPS Simulator, including the Haptic UI, physical simulation and rendering.
  - Developed several components for geometry modeling and physical modeling in Blender (Blender2SOFA).
  - Improved the TIPS Author to allow user preview, customize surgical procedures
- Structured Hexahedral Mesher Jan 2018 – May 2018
  - Implemented a structured hexahedral mesher using grid-based and swapping-based techniques in our Blender plugin – Blender2Sofa. Improved the modeling of thick shell, thick-curve, hex-grid based human anatomies.

**Undergraduate**, Graphics&Geometric Computing Lab, University of Science and Technology of China

- 3D User Interaction based on Binocular Vision System Jan 2015 – Jun 2015
  - Developed a binocular vision tracking system that incorporates the image capturing, camera calibration, object tracking and 3-D user interaction, based on OpenCV 2.0 and MATLAB Camera Calibrator
- 3D Iterative Mesh Deformation Jul 2014 – Sep 2014
  - Implemented and compared several interactive Mesh Deformation methods including the Laplacian-based and Poisson-based surface editing methods
- Unity3D Game Design May 2014 – Jul 2014
  - Developed a 3D third person shooter game using Unity3D, *Zombie City*.
  - Worked on the characters, animation and storyline.

<b>SKILLS</b>	<ul style="list-style-type: none"> <li>▪ Proficient in C/C++</li> <li>▪ Familiar with Python, Java, MATLAB, OpenGL, Vulkan, WebGL, Blender3D, Unity3d, AbaqusCAE</li> <li>▪ Language: Chinese (native); English (proficient)</li> </ul>	
<b>PUBLICATION</b>	<p>[1] R. Gao and J. Peters, “Improving Hexahedral-FEM-Based Plasticity in Surgery Simulation,” <i>International Conference on Medical Image Computing and Computer-Assisted Intervention</i>, pp. 571–580, Springer, Mar 2021.</p> <p>[2] R. Gao, S. Kurenov, E. W. Black, and J. Peters, “Adding Safety Rules to Surgeon-Authored Virtual Reality Training,” <i>Simulation in Healthcare</i>, pp. 400–407, Dec 2023.</p> <p>[3] M. Sarov, R. Gao, J. Youngquist, G. Sarosi, S. Kurenov, and J. Peters, “An Authoring Interface for Surgeon-Authored VR Training,” <i>International Journal of Computer Assisted Radiology and Surgery</i>, pp. 1-4, Jun 2018.</p> <p>[4] R. Gao and J. Peters, “Plastic hexahedral FEM for surgical simulation,” <i>International Journal of Computer Assisted Radiology and Surgery (IJCARS)</i>, pp.2183-2192, Dec 2022</p>	
<b>TEACHING EXPERIENCE</b>	<ul style="list-style-type: none"> <li>▪ Teaching Assistant at the CISE department, UF</li> <li>▪ Lab mentor for SSTP program, CISE Department, UF <ul style="list-style-type: none"> <li>• Instructed the SSTP students to work on TIPS project and Blender</li> </ul> </li> <li>▪ Teaching Assistant at USTC</li> </ul>	<p>Sep 2015 – Apr 2022</p> <p>Jun 2017 – Sep 2018</p> <p>Feb 2015 – Jun 2015</p>
<b>CONFERENCE EXPERIENCE</b>	<ul style="list-style-type: none"> <li>▪ Conference presenter at MICCAI 2021</li> <li>▪ Exhibitor at Academic Surgical Congress (ASC) 2020</li> <li>▪ Exhibitor at ACS Clinical Congress 2019</li> <li>▪ Co-reviewer for MICCAI 2020, 2021</li> </ul>	<p>Sep 2021</p> <p>Feb 2020</p> <p>Oct 2019</p> <p>Mar 2019</p>
<b>SCHOLARSHIP&amp; AWARDS</b>	<ul style="list-style-type: none"> <li>▪ Samsung Research America Star Award</li> <li>▪ Graduate assistantship from University of Florida</li> <li>▪ Excellent Student Scholarship Silver from Univ. of Sci &amp; Tech. of China (top 10%)</li> <li>▪ National High School Mathematics League First Prize</li> </ul>	<p>Sep 2022, 2023</p> <p>2015 – 2022</p> <p>2011 – 2014</p> <p>2010</p>

[CV compiled on 2024-07-14 ]