

Personal information

Name: Wang Shuai / Jack

Age: 42

Education: Ph.D. (Institute of Physics, Chinese Academy of Sciences / Post-Doctor Zhejiang University)

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Work and study experience

Yi Sheng	2021.05 - present	Technical Art Study 3D PBR workflow and Unity shader, DCC art tools and game engines. Develop VR application based on UE4.
United Imaging Healthcare Technology Co., Ltd	2019.01 - 2021.05	CEO of Healthcare Software Business Department: Lead the software R & D team (Shanghai, Wuhan, Shenzhen) to provide unified software platform, R&D equipment control software and more than 40 advanced applications of MR \ CT \ MI post-processing for medical imaging devices. NMPA, CE and FDA certification of products; participate in product definition; technical roadmap decision; optimize project management process; build staff training system.
	2017.11 - 2019.01	Product Director: lead the team and product definition, competitive product analysis, customer feedback collection, product optimization and new product research on imaging equipment and post-processing workstations.
	2015.01 - 2017.11	Senior manager / Director: Responsible for Review and Filming application development. Lead the R&D team to develop 3D visualization algorithms for medical images, 40 advanced post-processing applications, and medical VR applications.
	2012.08 – 2015.01	R&D manager: lead the application and algorithm R&D team to develop 1 st generation medical image 3D visualization engine, and develop advanced medical post-processing application algorithms including: registration, segmentation, functional parameter calculation, CAD diagnosis, etc.
	2011.11 - 2012.08	3D algorithm engineer: responsible for colon segmentation algorithm, colon centerline extraction, colon polyp CAD diagnosis, lung segmentation, lung nodule CAD diagnosis, nerve fiber and brain fusion visualization.
Zhejiang University	2010.09 - 2011.10	Postdoctoral Fellow in Graphics (State Key Laboratory of CAD&CG) A deformable surface model is proposed to simulate the flow behavior of water droplets on different solid surfaces, so as to achieve real-time rendering. Article published in IEEE.

Chinese Academy of Sciences Institute of Physics	2005.09 - 2010.07	Student, Ph. D. in Condensed Matter Physics (Master and Doctor) Based on the first-principle electronic structure spin torque simulation calculation software package, relevant achievements have been published in more than 10 international physical journals such as PRL and PRB.
Shenyang University of Technology	2003.07 - 2005.09	University Teacher physics experiments, computer fundamentals, and edits college physics textbooks.
Shenyang University of Technology	1999.09 - 2003.07	Student, Bachelor of Applied Physics Computer simulation on structure and hydrogen storage of single-walled carbon nanotubes. The result was published in SCI journals in China.

Honors and Awards

- In 2020, Shanghai Young Entrepreneurs Association as a representative of United-imaging
- High-level innovation and entrepreneurship talent in Jiading District in 2016
- Scholarship of Institute of Physics, Chinese Academy of Sciences, 2009
- Three good students of Chinese Academy of Sciences in 2009
- Three good students of Chinese Academy of Sciences in 2008

Work Related Representative Outcomes

- Papers: More than 10 papers published in PRB, PRL, IEEE and other international journals
- Patents: 17 domestic and international patents related to medical image processing algorithms. (13 authorized/registered and 4 applied)
- National Projects: Participated in 3 medical imaging projects of the Ministry of Science and Technology and Shanghai Science and Technology Commission
- Obtain the “Game Designer Subject” Certification

Technical background

- Solid foundation in mathematics and physics
- Computer graphics, medical image processing
- Physics simulation, SLAM, ROS, OpenCV, OpenGL
- Deep learning, Python, Pytorch
- C++, Linux, Fortran
- Unity Shader, UPR and ASE
- UE4 Material and Blueprint Development
- PBR workflow DCC tools: 3D Max, Maya, PS, SP, SD, Zbrush, VRED, C4D
- Hand drawing ability (PS, Procreate, oil painting stick, sketch, watercolor, sketch)
- AI drawing tools: MJ and SD common workflows