

Haoyu Tang

PhD Student, Singapore University of Technology and Design, Singapore
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RESEARCH INTERESTS

My research interests lie in Computer Graphics, with a focus on Geometry Processing and Virtual Reality. I am particularly interested in developing intuitive modeling tools, real-time geometric algorithms, and interaction techniques that bridge digital and physical design processes.

EDUCATION

Singapore University of Technology and Design, Singapore 09.2024 — Present
PhD Student

RWTH Aachen University, Aachen, Germany 10.2021 — 04.2024
MSc: Software Systems Engineering GPA: 1.7

Jiangsu University of Science and Technology, Zhenjiang, China 09.2017 — 06.2021
BSc: Software Engineering GPA: 85.4/100

PUBLICATOINS

Easy Modeling of Man-Made Shapes in Virtual Reality

Haoyu Tang, Fancheng Gao, Kenny Tsu Wei Choo, Bernd Bickel, and Peng Song. Conformable Mechanisms on Freeform Surfaces. Proceedings of Pacific Graphics, 2025.

Conformable Mechanisms on Freeform Surfaces

Siqi Li, **Haoyu Tang**, Peng Song, Bailin Deng, and Jianmin Zheng. Computers & Graphics(Proc. of Shape Modeling International), 2025.

TEACHING

50.033 Game Development and Design *Teaching Assistant* 02.2025 — 05.2025

EXPERIENCE

RWTH Aachen University *Thesis Student* 10.2023 — 04.2024
Thesis Title: Synthesizing Dynamic 3D Scenes with Progressive NeRF Grade: 1.0

RWTH Aachen University *Seminar Course Participant* 04.2023 — 07.2023
Report Title: Report of "Parametrization Quantization with Free Boundaries for Trimmed Quad Meshing" Grade: 1.7