Gang Feng

Gender: Male
Date of Birth: Sep. 8th, 1992
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Education

Tianjin University September 2014 - Present

- Master of Science in Computer Science and Technology
- Anticipated Graduation: January 2017
- Cumulative Grade Point Average: 3.03/4.0

Shandong University of Technology September 2010 - July 2014

- Bachelor of Science in Computer Science and Technology
- Cumulative Grade Point Average: 3.23/4.0

Project Experience

- **The gesture recognition with Haar classifier** **Jul. 2013**

  I have done a project about the gesture recognition algorithm when I was a junior in 2013, which employed the Haar classifier to identify and classify the gestures such as palm and fist etc. in image or video.

- **Xuetong TT (Online sales of educational products)** **Feb. 2015 ~ May 2015**

  Xuetong TT is an Android application, and it is used to sell educational products like IELTS courses, civil servants examination training courses, CET4 and CET 6 counseling courses and so on. In this project, I was responsible for the development of Android, including the UI and communication with server module and the like.

- **CUDA-based fluid simulation and control platform** **Jul. 2015 ~ Sep. 2015**

  As a postgraduate, my research area is the fluid simulation which is focused on fluid animation control and real-time fluid simulation. As we all know, fluid simulation needs a huge amount of calculations, so we developed a CUDA-based parallel computing platform which efficiently achieved real-time generating fluid animation. I managed this project and also did C++ & CUDA coding works.

- **Virtual reality haptic interaction platform for fluid** **Jun. 2016 ~ Jul. 2016**

  In order to expand the fluid interaction in the real world and let users feel the feedback forces, a haptic device was used to output the virtual scene forces. Here, we developed a haptic interaction platform which can be used in fluids and solid interaction. Users could feel the feedback forces from the haptic device and interact with our simulation system in real-time. Besides, based on this haptic interaction platform, we are doing our research and

trying to propose novel and stable feedback forces computation method. I was responsible for this project, including progress of project management, task assignment, module integration, coding and so on.

Research Techniques and Skills

- **CUDA programming:** In the research of fluid simulation CUDA is used frequently, so I'm familiar with CUDA programming.
- **C/C++ and OpenGL skills:** C++ and OpenGL programming are the basic skills in Computer Graphics. Both of them are always used in my works.
- **Other programming skills:** I have done some demo project like web-app, Android app with Python or Java programming languages. Besides, I'm familiar with Linux-based development.
- **Literature review:** During these years of research works, I have accumulated a lot of experience of literature review.

Publication

Liu Xiaohong, Qu Zhijian, Cai Yanfeng, Zhang Xianwei, ***Feng Gang***. Multi-universe parallel quantum-inspired evolutionary algorithm based on adaptive mechanism [J]. Journal of Computer Applications, 2015, 35 (2): 369-373.

Gang Feng, Shiguang Liu. Detail-Preserving Shape Deformation in SPH Fluid Control [C] // The proceedings of China Graph 2016 (Accepted)

Gang Feng, Shiguang Liu. Detail-preserving SPH fluid control with deformation constraint [J]. Computer Animation and Virtual Worlds 2016 (Submitted)

Honor & Awards

The 2013 ACM-ICPC China Tonghua Invitational Programming Contest May 2013	*Bronze Medal*
The ACM-ICPC Asia Regional Contest Chengdu Site 2012 November 2012	*Bronze Medal*
The ACM-ICPC Asia Regional Contest Changchun Site 2012 October 2012	*Bronze Medal*
The 4th Shandong Province ACM Programing Contest June 2013	*Gold Medal*
The 3th Shandong Province ACM Programming Contest May 2012	*Silver Medal*