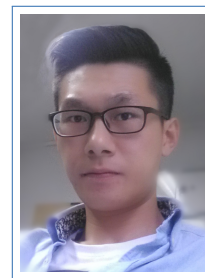


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Education

2013.9–2018.12 **Zhejiang University**, *College of Computer Science and Technology*.

Phd Candidate:

- Thesis: Physics-based Cloth Simulation
- Supervisor: Prof. Min Tang
- Focus: Computer Graphics, Computer Animation, Physics-based Soft-body Simulation, GPU-based Parallel Computing, C++, CUDA, OpenGL.
- Homepage: <https://wangzhendong619.github.io/home/>

2009.9–2013.6 **Wuhan University**, *Computer School*.

Bachelor's Degree:

- Excellent B.S. Thesis, Hubei Province, China

Research Experience

2017.1–2018.1 **The Ohio State University**, *Columbus, Ohio, USA*.

Visiting Scholar in Department of Computer Science and Engineering

- Project: Physics-based Cloth Simulation using Quadratic Finite Elements and B-Splines
- Supervisor: Prof. Huamin Wang
- Computer Graphics, Computer Animation, Physics-based Soft-body Simulation, Nonlinear Finite Element Methods (FEM), GPU-based Parallel Computing, C++, CUDA, OpenGL.

Work Experience

2018.11–Now **Zhejiang Lintex Digital Technology Co. Ltd**, *Physics-based Simulation*.

Physics-based Cloth Simulation

- Project: Cloth simulation engine in Style3D, a 3D garment CAD software.
- Focus: Physics-based soft-body simulation, collision handling.

Internship

2018.7–2018.11 **Tencent**, *Tencent Game*.

Physics Engine Development:

- Project: Cloth and soft body simulation in PhysX
- Focus: PhysX, Unreal 4.

Publication

- Journal Papers
- 1 Zhendong Wang, Longhua Wu, Marco Fratarcangeli, Min Tang, Huamin Wang, "Parallel Multigrid for Nonlinear Cloth Simulation", in Proceedings of Pacific Graphics 2018 (Best Paper Award), Computer Graphics Forum, vol 37, no. 7, Oct 2018.
 - 2 Tongtong Wang, Min Tang, Zhendong Wang, and Ruofeng Tong, "Accurate Self-Collision Detection using Enhanced Dual-Cone Method", Journal of Computers & Graphics (Elsevier) 2018.
 - 3 Zhendong Wang, Tongtong Wang, Min Tang and Ruofeng Tong, "Efficient and Robust Strain Limiting and Treatment of Simultaneous Collisions with Semidefinite Programming", Journal of Computational Visual Media, vol. 2, no. 2, pp. 119–130, Jun 2016.
 - 4 Zhendong Wang, Min Tang, Ruofeng Tong, and Dinesh Manocha, "TightCCD: Efficient and Robust Continuous Collision Detection using Tight Error Bounds", Computer Graphics Forum, vol. 34, no. 7, pp. 289–298, Oct 2015.
 - 5 Min Tang, Ruofeng Tong, Zhendong Wang, and Dinesh Manocha, "Fast and Exact Continuous Collision Detection with Bernstein Sign Classification", ACM Transactions on Graphics, vol. 33, no. 6, pp. 186–196, Nov 2014.

Awards and Scholarships

- 2018.10.11 Best Paper Award of Pacific Graphics 2018
- 2017.1–2018.1 Ph.D. Scholarship, China Scholarship Council
- 2016.11 Ph.D. Researcher Award
- 2016.11 HUAWEI Second Scholarship
- 2015.11 Ph.D. Researcher Award
- 2015.11 HUAWEI Third Scholarship
- 2013.8 Excellent Bachelor's Thesis, Hubei Province, China

Teaching

- TA Computer Graphics

Skills

C/C++, CUDA, OpenGL, Matlab, 3dMax

Other Languages

English

Interests

Basketball, badminton, tennis, table tennis, pool balls, digital photography, playing drums, swimming.