Zhendong Wang

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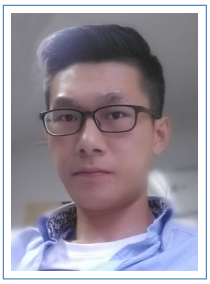

Education

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.
Visitiong 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.

Internship

2018.7–Now **Tecent**, *Tecent Game*.
Physics Engine Development:
- Project: Cloth and soft body simualtion 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, Python, 3dMax, Photoshop

Other Languages

English

Interests

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