

Wenjian Zhou

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|-----------------------|---|---------------------|
| SKILLS | CUDA, OpenGL, Pytorch, C++, C, Python. | |
| EDUCATION | University of Utah , Salt Lake City, Utah, USA | |
| | <ul style="list-style-type: none">▪ M.S. in Computing▪ Core courses: Interactive Computer Graphics. | Aug 2023 – May 2025 |
| | Guangdong University of Technology , Guangzhou, Guangdong, China | |
| | <ul style="list-style-type: none">▪ B.S. in Computer Science | Sep 2019 – Jul 2023 |
| RESEARCH EXPERIENCE | Nankai University , Tianjin, China | |
| | <ul style="list-style-type: none">▪ Undergraduate Research Intern• Supervisor: Prof. Beibei Wang• Focus: Physically-based rendering, complex appearance modeling, volume rendering, neural network. | Mar 2022 – Dec 2022 |
| PROJECTS | Physically-Based Renderer | |
| | <ul style="list-style-type: none">▪ Individual Project• A physically based renderer based on Ray Tracing in One Weekend and Physically-based Rendering, Third Edition.• Supported integrators: path tracing, volumetric path tracing, ReSTIR DI.• Supported BSDFs: diffuse, (rough) dielectric, (rough) conductor, microfacet model. | Sep 2021 – Jan 2022 |
| AWARDS & SCHOLARSHIPS | <ul style="list-style-type: none">▪ HPG 2024 Student Competition 2nd Prize | 2024 |
| LANGUAGES | <ul style="list-style-type: none">▪ Chinese: Native.▪ English: Fluent. | |

[CV compiled on 2024-07-31]