

Experience:

- 2012.4 - **2015.3** M.S. in State Key Lab of CAD&CG, Zhejiang University, China
- 2009.6 - 2010.1 Game developer in Virtuos Games, China
- 2005.9 - 2009.6 B.S. in Software Engineering, Tongji University, China

Skills:

- Proficient with **C/C++**, also capable of C++11, Python. See my [blog](#).
- Experienced with algorithm design/implementation based on research papers, familiar with Computer Vision and Image Processing.
- Good team player, with leadership experience (6-students team) in Autodesk Summer Camp. (Our team won Innovation & Technology Award.)
- Fluent English(CET-6 scored 544).

Projects:

- Multi-viewpoint Panoramas
Research for surveillance systems. Our method relaxed the limits for traditional panoramas, achieved state of the art performance on wide-baseline data sets (see [comparison](#)). Mainly implemented with C++, and will be submitted to **TIP(Top Journal on Image Processing)**. I designed, implemented the algorithm, developed related tools(feature editing and seamless composition, etc.), drafted the paper and helped my partner on existing methods for comparison.
- Image/Video Completion
A video completion algorithm based on my improvement for [image completion](#), can fill large missing areas in a video clip. I designed a hierarchical approach to significantly improve the performance of Space-Time-Fusion. Implemented in C++, used in a stereo conversion system and a 3d photograph system for object removal. I designed, implemented the algorithm, drafted the **patent** documents and contact with the cooperating company.
- Sid Meier's Pirates for Wii
At Virtuos Games I worked on a Wii game project, developed Bombarding and Picklock games, the spyglass and the vibration feedback modules.
- Autodesk Inventor 2010
During the internship at Autodesk, I worked in a team with 6 programmers, maintaining the UI framework for Inventor 2010. I fixed bugs and developed a tool to generate Keytips for the newly introduced Ribbon UI.