

# Yixuan Ye

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## EDUCATION

<b>University of Southern California(USC)</b>	Sep 2021 - Jun 2023
Computer Science Master Viterbi Engineering School	Los Angeles
Related courses: Algorithm Analysis, Graphics and Rendering, Advanced Game Project etc.	
<b>Zhejiang University (ZJU)</b>	Oct 2017 - Jul 2021
Digital Media Technology bachelor School of Computer science	Hangzhou
<ul style="list-style-type: none"><li>GPA: 3.81/4.00</li><li>Honors/Awards:Third class academic scholarship((ZJU, 2020&amp;2018), Academic Excellence Model (ZJU, 2020&amp;2018), Social Work Model (ZJU, 2020&amp;2019&amp;2018), Star Minister (Students Union, ZJU, 2018), 3rd Prize of the 32nd National Physics Competition for Middle School Students (Chinese Physical Society, 2015)</li></ul>	

## WORK EXPERIENCE

<b>ByteDance</b>	May 2021 - Jul 2021
AI Programmer Intern	Hangzhou
<ul style="list-style-type: none"><li>Complete the virtual idol's lip animation. According to the phoneme input mapping to Blend Shape animation parameters, adjust the animation state machine. It offers about a 30% performance improvement over traditional bone animation and a 50% reduction in memory overhead.</li><li>Complete the virtual idol chatbot. It includes UI control logic script, network request module, client animation and other module coding. This tool can be used for offline animation testing of virtual idols.</li></ul>	
<b>ByteDance</b>	Aug 2020 - May 2021
Client Programmer Intern	Hangzhou
<ul style="list-style-type: none"><li>Programmed the combat parts of the game with C# and Lua, including scene loading, special effects, sound effects, logical calculation and other client-side methods; completed the transformation of the combat scene from 2D to 3D</li><li>Complete client work such as sound management, joystick mobile characters, game packaging, UI prefab construction and logic code writing</li><li>Participate in the development of DCC art tools and realize the automatic execution of some art works. For example, automatically generate Materials based on texture files, automatically generate .prefab files based on .fbx files, one-click preview of animation .fbx files, model replacement, and so on. This greatly improves the efficiency of art resource iteration</li><li>Developed a daily report robot that can automatically crawl the daily report content every day, aggregate it into a cloud document, and share it in a group chat @ those colleagues who have not completed the daily report</li></ul>	

## PROJECTS

<b>Exploration of the Underground</b>	Mar 2020 - Sep 2020
Technical leader, supervised by Prof. Weidong Geng from ZJU	Hangzhou
<ul style="list-style-type: none"><li>Game Video: <a href="https://github.com/xuanye233/Computer-Game/blob/master/result_video/result_video.mp4">https://github.com/xuanye233/Computer-Game/blob/master/result_video/result_video.mp4</a></li><li>Teamed up with seven students in the project of developing a multiplayer adventure online game based on Unity Engine</li><li>Mainly responsible for the technical framework of the game, UI interface writing, prop implementation, version control, etc</li></ul>	
<b>DoubleFusion Dynamic Human Body 3D Reconstruction</b>	Jun 2019 - Jun 2020
Core member, supervised by Dr. Weiwei Xu from ZJU State Key Laboratory of CAD&VG,ZJU	Hangzhou
<ul style="list-style-type: none"><li>Employed the Skinned Multi-Person Linear Model to perform real-time hands reconstruction</li><li>Referred to lots of literature reviews to understand hand models such as MANO</li><li>Self-learned the Gauss-Newton method and CUDA programming acceleration</li></ul>	
<b>Image Retrieval Website Development</b>	Oct 2019 - Jan 2020
Technical leader, supervised by Prof. Hongxin Zhang from ZJU	Hangzhou
<ul style="list-style-type: none"><li>Utilized python and flask to develop a h5 website that supports SQL statement query, general semantic query, image query, registration and login, AliPay permission, image watermark, and movies recommendation, etc.</li><li>Crawled data (name, poster and actor, etc.) of 250 movies from movie.douban.com, designed various image similarity algorithms to support image retrieval of movies</li></ul>	

## EXTRACURRICULAR ACTIVITIES

<b>Student Union of Zhejiang University</b>	Oct 2017 - Aug 2020
Staff, Deputy chief of staff, Chief of staff	Hangzhou
<ul style="list-style-type: none"><li>Responsible for the management of materials, documents and financial work of the Student Union</li><li>Large-scale campus activities such as New Year's Eve with tens of thousands of participants were held</li></ul>	

## MISCELLANEOUS

- Programming Language / Platform:** C, C++, C#, Lua, Python, Unity
- Languages:** English, Mandarin