Yao Yansi

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OBJECTIVE

A position in IT Industry with special interests in software engineering.

EDUCATION

Master Of Computer Science, Graduated in 2007
Capital Normal University, Beijing, China.

Bachelor Of Computer Science, Graduated in 2004
Henan University of Technology, ZhengZhou, Henan, China.

COMPUTER SKILLS

Languages: C/C++, Python, Shell, Perl, x86asm
Operation Systems: Windows, Linux
Development Tools: MSVC, CodeBlocks, CMake, SVN/Git, Jude, OpenGL/GLSL, OGRE, ODE, PhysX, Bullet, MayaAPI/mel, OpenCollada, MASM
Graphics Tools: Maya, Blender, Photoshop
Others: Design Pattern

EXPERIENCE

Software Engineer September 2013
Renderer R&D Department, **ShangHai CudaTec Technology Development Limited Company**

- Designed, implemented and tested a Maya plug-in for a offline renderer using agile methodologies: continuous integration, test-driven development, unit testing and automation testing. And took the responsibility for releasing the package from alpha1 to alpha5.
- Responsible for planning, design, development, collaboration, code review, testing and release.
- Created and maintained the code server for the team.
- Provided services for test clients and users.

Software Engineer June 2012
Production Department, **Geodo Space Information Technology Limited Company**

- Developed a tornado particle effect for OSG engine.
- Trimmed ossim for our engine.

Software Engineer March 2011
3D Graphics Department, **Institute of Automation Chinese Academy of Sciences**

- Developed the 3D virtual world based on *RealXtend with the integration of Kinect(server and client)*, *OgreHaptics*, fluid surface construction and UI localization.
- Integrated Blender's GPU renderer *Cycles* with parallel rendering middle-ware *Equalizer*.

Technical Director July 2009
Technical Support Department, **Xing-Xing Digital Corporation**, Beijing

- Developed the core module of lip-sync plug-in for Maya. (This plug-in has been registered

as the software property with the software copyright registration ID 0183406)

- Developed a product-quality Maya to 3DS translator for Redboard Ltd.
- Developed a rigid/soft body dynamic system for Maya based on Bullet Physics Engine.
- Developed a procedural texture which projects the inner region of a closed NURBS to a texture.
- Optimized the modules in pre-check process, and saved 80% time for that process.
- Implemented the core module in the paper: *A System to Reuse Facial Rigs and Animations.*
- Parsed Maya Geometry Cache(*.mc) format and Maya Particle Cache(*.pdc) format.
- Maintained LiquidMaya.
- Designed and deployed the SVN server, and developed the backup/restore scripts for the SVN server.

Software Engineer September 2008
System Department, **Tuya Software Corporation**, Beijing

- Participated the development of TUYA World II which is a 3D virtual world on-line game, including Friends System, District System.

Software Engineer September 2007
Software Development Department, **China Academy of Space Technology**

- Part of a team for software automation test.

Software Engineer(intern) March 2007
R&D center of Notebook Computer, Lenovo, Beijing

- Developed a 3D mini-game for exhibiting the gravity system in Lenovo's notebook computer.

RESEARCH

Master's Thesis:

- *Research and implementation of the 3D operation in virtual environment*

Implementation of the academic paper:

- *A System to Reuse Facial Rigs and Animations*

OPEN-SOURCE PROJECTS

- Maya2renderer(https://github.com/maya2renderer/maya2renderer)
  Role: Creator
  Based on LiquidMaya, this project aims to provide a framework to translate Maya data to a renderer. It supports 3Delight, Elvishray and Appleseed now.

- MayaExporter(http://code.google.com/p/mayaexporter/)
  Role: Creator
  Refactored an exporter based on ColladaMaya.

- GPExporter(http://code.google.com/p/gpexport/)
  Role: Developer
  Some bug fixes and optimization.

- Simple Cloth Simulation (http://blog.csdn.net/yaoyansi/archive/2007/09/05/1774002.aspx)
  Role: Creator

Implemented the Mass-Spring module for cloth simulation. Developed an algorithm for computing a general polyhedron's volume. This algorithm is mentioned in *Game Development Gems 6.*

- OpenCollada(http://code.google.com/p/opencollada/)
  Role: Developer
  Optimized the 3ds export with lib3ds, and some bug fixes.

- GPUSphsim (http://code.google.com/p/gpusphsim/).
  Role: Developer
  Implemented the fluid surface construction using Meta-ball algorithm.