

Yao Yansi

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OBJECTIVE

A position in CG Industry with special interests in CG R&D.

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

Operation Systems: Windows, Linux

Development Tools: MSVC, CodeBlocks, CMake, SVN/Git, Jude, MayaAPI/mel, OpenCollada, OpenGL/GLSL, OGRE, ODE, PhysX, Bullet

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 product-quality Maya plug-in for a renderer using agile methodologies: continuous integration, test-driven development, unit testing and automation testing.
- 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 Maya exporter for custom format.
- 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.

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.