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.
- Constructed and maintained the code repository 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* which is a third-party library for our engine.

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

- Developed a 3D virtual world based on *RealXtend* with the integration of *Kinect*, *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 format 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 laptops.

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

- MyMagicBox (https://github.com/yaoyansi/mymagicbox)
  Role: Creator
  Miscellaneous project for exercises.

- 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
  An experimental project which aims to provide a framework to export Maya data to a renderer. This project is refactored from *ColladaMaya*..

- GPExporter(http://code.google.com/p/gpexport/)
  Role: Developer
  A light-weight exporter for Maya, and I fixed some bugs and did some 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
  Simplified the 3ds export process with *lib3ds* library and fixed some bugs.

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