

PERSONAL DETAILS

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EDUCATION

PhD Computer Science and Engineering <i>The Ohio State University</i>	Secured – GPA.	2023-Now
M.S. Graphics & Visualization Track <i>University of Utah</i>	Secured 3.76 GPA.	2021-2023
B.S. Graphics & Image processing Track <i>Harbin University of Science and Technology</i>	Secured 85.5 percentage.	2017-2021

SKILLS

Programming: C/C++, PYTHON, MATLAB, MYSQL, LUA,HTML,JAVASCRIPT

Computer Graphics: Rasterization, Ray tracing, Real-time Rendering, Physically-based Rendering, Digital image processing

Operating System: Master a variety of server models, synchronization, and communication between threads/processes, and the dynamic library, static library, and lock mechanism.

EXPERIENCES

VirtAI Tech Feb. - May. (2021)
Cloud rendering department, System Development Engineer
Rendering optimization for Linux Operating system. Convert DX11-based renderer to Vulkan-based.

University of Utah Jan. - May. (2022)
Computer Network Teaching Assistant
Assists the professor with creating and delivering learning materials in a course.

PROJECTS

Path Tracing with OpenGL [Project] Aug. 2022
⦿ Use the BVH data structure to manage the scene, and pass it to the GPU in the form of texture through OpenGL API
⦿ Tiled-based Rendering

Light System with OpenGL [Project] Jun. 2022
⦿ theory light
⦿ Image based light
⦿ Area light
⦿ Volumetric light

PBR with OpenGL [Project] Mar. 2022
⦿ Image based light and Picture Textures, Procedural Texture (Noise)
⦿ Physics Based Camera: Shutter speed, aperture, sensitivity and Disney principle PBR (10 parameters)

Graphic system based on harmony search algorithm and CNN Sep. 2019
⦿ Basic 2D 3D graphics drawing and modification operations
⦿ Using HS algorithm to impose geometric constraints on graphics
⦿ using CNN to retrieval (primary rough retrieval, secondary accurate retrieval)