Wen-Hao Zhu

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EDUCATION

ShanDong University (School of Software) **Jinan, Shandong, China**

Bachelor of Engineering (Digital media technology) (GPA=83.3) Sep 2018 - Present

Expected Graduation Date: Jun 2022

PATENTS

A technical solution for simulating dynamic water ripples based on sine waves and Perlin noise (applying).

- I am the first inventor.
- Designed a neural network-like model to export pixel offset.
- Trained the model to find an optimal set of hyperparameters.
- Writed patent documents.

WORK EXPERIENCE

Kuaishou Technology **Beijing, China**

Rendering Engineers Intern July 2021 - Present

- Utilized rendering engine to create special effects.
- Assisted AI engineers in driving new algorithms to the application.
- Reproduced the effect in the paper of CGI using unity and migrate it to own engine.
- Used shader language to realize material effects.

ACADEMIC PROJECTS

Dental Data Visualization: A web platform, rendering part based on *Three.js* July 2021 - Aug 2021

- Completed the rendering of the 3D model of the tooth on the web side and 2D sequence images.
- Performed 3D reconfiguration and interaction.
- Classified 3D point cloud data and rendered them.
- Added GUI components.

Fruit Ninja: A interactional game on *Unity* and *Kinect* Mar 2021 - July 2021

- Implemented communication between human body data and programs with Kinect.
- Created particle effect, light, and animation for interactive content with Unity.
- Designed interaction logic and game mechanics.

PERSONAL PROJECTS

GAMES101 Assignments: Software Rendering on *C++* Aug 2021 - Nov 2021

- Implemented rasterized rendering.
- Realize ray tracing to render scenes.

- Implemented some other common algorithms.

TECHNICAL SKILLS

Languages: C++, Python, GLSL, Cg

Technologies: Git, Unity3D, MATLAB, Maya, Photoshop, Lightroom