



陆子仪 Ziyi Lu

Graduate student at Dept. of Computer Science at Zhejiang University, study interest in Computer Graphics

📍 Zhejiang University
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🌐 <https://luniumluk.github.io/>

Skills

Coding

C++, Python, GLSL, Javascript, C#

Graphics

Rendering, 3D Reconstruction

Frameworks & Tools

OpenGL, Vulkan, CUDA, Pytorch, WebGL

Awards

Mobile Application Innovation

Contest

China Collegiate Computer Contest

2021-12-11

🌐 <http://www.appcontest.net/>

We won the second prize of the Mobile Application Innovation Contest 2021 with our AR music app: MuseFall.

Languages

Chinese

Native

English

TOEFL 110

Japanese

JLPT N2

Summary

I'm a graduate Student of Dept. of Computer Science Zhejiang University. A member of GAPS lab of National Key Lab of CAD&CG. I'm looking forward to a job related to Compute Graphics or Game Development.

Experience

FaceUnity technology

Algorithm engineer intern

2021-11-24 ~ Now

🌐 <https://www.faceunity.com/>

Working on a Digital Double project, I participated in 1) Neural-based Fast face asset reconstruction; 2) Hand shape and texture acquisition with single RGB-D camera; 3) A realtime face rendering demo using Vulkan

Booming Tech

Game engine intern

2021-07-11 ~ 2021-09-12

🌐 <https://www.boomingtech.com/>

Research on Inverse Kinematics systems on major game engines and implementation of some IK algorithms on their own Chaos engine

Education

Zhejiang University

Software engineering, Dept. of CS

2022-09-01 ~ Now

Unenrolled yet

Master of Engineering

🌐 <http://kunzhou.net/zjugaps/>

GAPS Lab, State Key Laboratory of CAD&CG, Zhejiang University.

Zhejiang University

Digital media technology, Dept. of CS

2018-08-31 ~ 2022-06-30

3.96/4.0 10%

Bachelor of engineering

🌐 <https://www.zju.edu.cn>

Thesis: High-quality hand model reconstruction based on a consumer-level depth camera

Projects

Tiny Ray Tracer

A tiny CPU/GPU ray tracer project for course work

🌐 <https://github.com/LuniumLuk/Tira>

Software Rasterizer

A tiny renderer on CPU from scratch

🌐 <https://github.com/LuniumLuk/soft-renderer>

Analytic SH Area Light

Implementation of paper: Analytic Spherical Harmonic Coefficients for Polygonal Area Lights

🌐 <https://github.com/LuniumLuk/AnalyticSHAreaLight>