

YINTAO XU

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EDUCATION

New York University

Master of Computer Science, Overall GPA: 3.9/4.0

Coursework: Computer Graphics, Multi-core Programming, Database, Algorithm.

*Jan. 2021 - Present
New York, US*

ShanghaiTech University

B.E. in Computer Science, Overall GPA: 3.5/4.0

Coursework: Unity Game Development, Computer Architecture, Matrix Analysis, Game Design Lab, Linear Algebra, Deep Learning.

*Sept. 2016 - Jun. 2020
Shanghai, China*

TECHNICAL SKILLS

Programming Languages: C/C++, C#, JavaScript, SQL, Python, Matlab, ShaderLab(Unity), GLSL, HLSL

Platforms: Unity, Unreal 4, WebGL, OpenGL, Ubuntu, CentOS, Visual Studio

Miscellaneous: Git, Perforce, Jenkins, CMake, OpenCV, PyTorch

WORK EXPERIENCE

Tencent - IEG Global - NExT Studio

Associate Gameplay Programmer(Internship)

*Shanghai, China
April 2021- June 2021*

- Engaged in development of AA TPS Game *Synced-Off planet* (2nd round closed test of ~ 10,000 players now) with Unreal Engine 4.
- Worked in an large and international team(> 100) with strong communication skills.
- Designed texture caching algorithm to improve in-game 2k-resolution texture capturing performance.
- Responsible for environment control logic, including lighting direction, global wind direction.
- Used Perforce as version control system and Jenkins for CI/CD.

SELECTED PROJECTS

L-system tree generation

Individual Project

*CG Course Project
Jan. 2021*

- Applied procedural-context-generation(PCG) algorithm to dynamically generate the structure of a tree by WebGL.
- A front-end GUI to support in-browser parameter tuning & switch between different texture.

Mini Game - Fallen Factory

Team Leader & Lead Programmer

*Global Game Jam 2020
Jan 2020*

- Led a freshman team of musicians, art designers and programmers to construct a platformer mini-game in 48 hours.
- Manually constructed framing animation and rigging of 2D avatar.
- Utilized behavior tree and finite state machine to setup player's control logic.

RPJ-Toolkit

Undergraduate Thesis

- Applied post-processing technique and geometry-shader based plants to simulate real-world scenario.
- Proposed a novel algorithm, which combines deep learning and epipolar geometry to reach state-of-the-art optical flow estimation in static scene(improve ~ 43.92% accuracy).

Mini Game - World Masterpiece

Lead Programmer

*CIGA Game Jam 2017
Oct. 2017*

- Won championship at Shanghai Station, one of the largest game jams in China and attended Weplay 2018 exhibition.
- Increased FPS from 7-8 to stable 60 at final released version with physical 2D collision performance profiling & optimization..

PUBLICATIONS

Towards Fast Adaptation of Neural Architectures with Meta Learning

ICLR 2020

*Third Author
Jun. 2019 - Oct. 2019*

- Propose a novel framework to enable automatic neuron-network architecture search for specific task from few training data.

MISCELLANEOUS

Outstanding student at ShanghaiTech Industry Practice in December, 2018.
An outstanding gamer :)