

Tao Huang

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EDUCATION BACKGROUND

Nanjing University, Nanjing, Jiangsu, China *Sept. 2018—Jun. 2022*
Bachelor of Science in Computer Science and Technology
Cumulative GPA: 4.5/5.0

University of California, Santa Barbara *Sept. 2022—Present*
Master of Science in Computer Science and Technology

PUBLICATION

Real-time Deep Radiance Reconstruction from Imperfect Caches
T.Huang, Y.Song, J.Guo. Presented at Pacific Graphic 2022

PERSONAL PROJECTS

Deep Radiance Reconstruction, The CG and CV Research Group, Nanjing University *July 2021—May 2022*

- Implemented a deep real-time rendering pipeline in a C/C++ based rendering framework Falcor. Deepened understanding of the advanced algorithms of real-time rendering; learned rendering system of NVIDIA Falcor(URL <https://github.com/dcjmj/falcor-PreRadianceMap.git>)
- Published a paper as the first author in Pacific Graphics, Real-time Deep Radiance Reconstruction from Imperfect Caches.
- Aimed at focusing on the cloud exhibition hall that could achieve multi-user and multi-angle efficient real-time image rendering. Handled arbitrary light paths in a mid-size scene, and ensured high-quality rendering results and reached 60 frame/second.

Real-time Extrapolated Rendering for Low-latency Temporal Supersampling, The CG and CV Research Group, Nanjing University & Nvidia Shiqiu Liu & UCSB Lingqi Yan *Sept. 2020—Jul. 2021*

- Reproduce some comparison methods. Compared the effects of ours practices with traditional ones, prepared and modified test script, and collected data for comparison;
- Improved teamwork and communication skills

Enola, Nanjing University *Oct. 2020—Nov. 2020*

- Developing a 2D side-scrolling role-playing games based on Unity and JavaScript.
- Leading a team of six members
- Participated in the design of game mode, NPCs, and plots; adopted the storytelling form of switching double perspectives, including the character inner world description from a perspective of a fairy tale, and the reality description from a view of the natural world.

HONORS

Second-class Scholarship (Ratio 05/25), Computer Science and Technology Department Top-notch Program, Nanjing University

Sept. 2021

First-class Scholarship (Ratio 03/25), Computer Science and Technology Department Top-notch Program, Nanjing University

Sept. 2020

Special Prize (Ratio 03/25), Computer Science and Technology Department Top-notch Program, Nanjing University

Sept. 2019

First Prize Of NOIP(National Olympiad in Informatics in Provinces)

Oct. 2017

SKILLS

Programming Languages: C/C++, GLSL/HLSL, Python