

# Yutong Wang

## CONTACT

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### OFFICE

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## EDUCATION

### ZHEJIANG UNIVERSITY

#### PH.D IN COMPUTER SCIENCE

Sep. 2012- Mar. 2018 (Expected)

### CHONGQING UNIVERSITY

#### B.SC. IN SOFTWARE ENGINEERING

Sep. 2008- Jun. 2012

GPA: 3.67/4.0

Cum. Rank: 4/214

Major Rank: 3/163

## AWARDS

2015 - Honor of Outstanding  
performance

2013 - Honor of Outstanding  
performance

2012 - Outstanding Graduates

2011 - Honorable Mention Award in  
American Mathematical Contest  
In Modeling

2010 - National Scholarship

2010 - Second Prize for Band C in  
National English Contest for  
College Students

2010 - First Prize in Chongqing Contest  
District in China Undergraduate  
Mathematical Contest in  
Modeling

2009 - National Scholarship

## SKILLS

### PROGRAMMING

C++ • L<sup>A</sup>T<sub>E</sub>X

### MULTIMEDIA

Maya • Photoshop • Illustrator • After  
Effect

### LANGUAGE

TOEFL 97/120

## INTRODUCTION

She is now a Ph.D candidate in the State Key Lab of CAD & CG, Zhejiang University under the supervision of Professor Xiaogang Jin. Her research interest is **computer graphics**, especially in **creative tree modeling**, **computer animation** and **sketch-based interactive modeling**. Before that, she received her B.S. degree in Software Engineering from Chongqing University in 2012.

## PROJECTS

### CREATIVE TREE MODELING | RESEARCH

Sep. 2014 – Today

- An automatic approach to efficiently generate a set of morphologically diverse and inspiring virtual trees through hierarchical topology-preserving blending, aiming to facilitate designers' creativity production.
- A novel morphing technique to generate pleasing visual effects between two topologically-varying trees while preserving the topological consistency and botanical meanings of any in-between shapes as natural as possible.
- A novel sketch-based method which not only supports incremental topiary editing but also generates morphologically and topologically consistent animations between shapes composed of multiple trees.
- Papers accepted by *TVCG* (2016) and *CAVW* (2017).

### SKETCH-BASED MODELING OF GEOLOGY | RESEARCH

Sep. 2012 – May 2016

- Worked with *ExxonMobil* to design an easy-to-use interface for geologist to effectively create data-free conceptual geological models at the early stage of geological exploration.
- Able to model several substructural geo-bodies (horizons and lobes) and geological phenomena (folds and faults).
- Delivered software and paper accepted by *Journal of Software* (2016).

### 3D SKETCHING AND MODELING SYSTEM | SYSTEM

Sep. 2012 – Jun 2014

- An intuitive and complete modeling system which integrates functionalities of 2D/3D sketching, surfacing and sketch-based editing.
- Designer and developer of the 3D sketching and modeling system.

## PUBLICATIONS

1. **Topologically Consistent Leafy Tree Morphing** *Yutong Wang*, Luyuan Wang, Zhigang Deng and Xiaogang Jin. *Computer Animation and Virtual Worlds*, Wiley, 2017, 29 (accepted)(candidate for the CASA2017 conference best paper award).
2. **Creative Virtual Tree Modeling through Hierarchical Topology-preserving Blending** *Yutong Wang*, Xiaowei Xue, Xiaogang Jin and Zhigang Deng. *IEEE Transactions on Visualization and Computer Graphics*, IEEE Computer Society, 2016. (accepted)
3. **Sketch-Based Interactive Modeling of Geology** *Yutong Wang*, Hao Chen, Tanghao Tian and Xiaogang Jin. *Journal of Software*, 2016 27(S2).
4. **Morphologically consistent leafy tree editing and animation** *Yutong Wang*, Luyuan Wang, Xiaogang Jin and Zhigang Deng. (in progress).