

# Curriculum Vitae

## Jie Tan

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### Education

- Master of Computer Science in Shanghai Jiao Tong University (SJTU) Sep. 2006-Mar. 2009
- Bachelor of Computer Science in Shanghai Jiao Tong University Sep. 2002-Jun. 2006

### Summary of Interests

Computer animation, global illumination, real-time rendering, game programming and numerical algorithms.

### Honors and Awards

- Tung OOCL Scholarship Oct. 2008
- Accepted as a graduate student with admission examination waived Sep. 2006
- Exchange student to The University of Hong Kong Sep. 2004-Feb. 2005
- University Scholarship in SJTU Oct. 2003 and Oct. 2004
- Honored Class in undergraduate study Sep. 2002

### Publications

- Jie Tan, Xubo Yang, Xin Zhao and Zhanxin Yang. "**Fluid Animations with Multi-layer Grids**" (Poster), *ACM SIGGRAPH/Eurographics Symposium of Computer Animation 2008*, Dublin.
- Jie Tan and Xubo Yang. "**Physically-based Fluid Animations: A Survey**", *Science in China Series F: Information Sciences* (SCI indexed), accepted on October 2008.

### Working Experience

- **Leader** of Computer Graphics Group in Digital Art Laboratory 2007-now  
Lead several research projects in the field of fluid animation, global illumination and textures.  
Give instructions and suggestions to the newly enrolled graduate students.
- **Founder-CTO** of the start-up company "3diya.com" 2007-now  
Lead and participate in the development of a 3D web company (<http://www.3diya.com>).  
Responsible for the software architecture and the real-time rendering program.
- **Teaching Assistant** of the course "Computer Graphics and Game Programming" in SJTU 2007 & 2008  
Designed the course outline and assignments with the professor. Gave tutorials and part of the lectures.
- **Teaching Assistant** of undergraduate summer projects in SJTU 2007 & 2008

Arranged the undergraduate students to take part in research projects in computer graphics during the summer vacation. Gave tutorials and lectures on a wide range of topics in computer graphics to cultivate their interests in computer graphics.

- **Graphics Engineer** in Ubisoft Game Company (intern) 2005-2006  
Developed new rendering features and special effects for a PSP game. Developed and optimized the sound engine for two games on Xbox and PlayStation2 platform respectively.

- **Technical Director** of the campus English learning website in SJTU 2002-2004  
Led a technical team to design and implement a multimedia English website, introducing English learning skills and foreign cultures, which became students' favorite English learning website in the university.

### **Other Interests**

My other interests mainly focus on **photography, painting, calligraphy, badminton, debating, and traveling**:

I won several prizes in Shanghai calligraphy and painting competitions.

I was the vice president of badminton association in SJTU, holding various activities, including beginner's badminton classes, university badminton competitions and so on. I also attended several badminton games and won the first prize in Pudong New District.

I was an active member in the debate team of SJTU.

I have traveled to many provinces of China, taking a large number of beautiful photos of my beloved country.