

CURRICULUM VITAE – BEIBEI WANG

PERSONAL INFORMATION

Beibei WANG
Gender: Female
Major: Computer Graphics
Postdoc at Inria
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RESEARCH INTEREST

My work focuses on computer graphics, rendering, offline and real time global illumination and subsurface scattering.

EDUCATION

Postdoc of Inria Grenoble under the supervision of Nicolas Holzschuch, INRIA, France (Nov. 2015 - Feb. 2017).

Direction: computer graphics, subsurface scattering.

Postdoc in Studio Gobo(Dec. 2014 - Oct. 2015).

Direction: real-time rendering, global illumination

Visiting Ph.D student of Télécom ParisTech under the supervision of Prof. Tamy Boubekeur. (Oct. 2012 - Oct. 2014).

Major: computer graphics, rendering, global illumination.

Ph.D student in School of Computer Science and Technology of Shandong University under the supervision of Professor Xiangxu MENG. (Sep. 2009 - Dec. 2014).

Major: computer graphics, rendering, global illumination.

Bachelor degree in Software Engineer from Shandong University (Sep. 2005 - Jun. 2009).

ACADEMIC ACTIVITIES

- Eurographics 2015 Reviewer

MAIN HONORS/AWARDS

ACM China (Jinan District) Excellent Doctoral Dissertation Award (in Oct. 2015).

Outstanding graduate students (in Oct. 2011, 2010).

Outstanding graduate student scholarship (in Oct. 2011).

The Third Prize of NGMMC¹ (in Oct. 2009).

Outstanding Volunteer of the Eleventh National Game (in Oct. 2009).

Honorable Mention of MCM² (in March. 2009).

National Scholarship (in Oct. 2008).

¹NGMMC - The National Graduate Mathematical Modeling Contest of CHINA

²MCM - The Mathematical Contest in Modeling of the UNITED STATES OF AMERICAN.

The First Prize Scholarship (in Oct. 2008).
The Merit Student of Shandong University (in Oct. 2008).
Honorable Mention of MCM (in March. 2008).
The Second Prize Scholarship (in Oct. 2007, 2006).

PROJECTS AND
INTERNSHIP
EXPERIENCES

- **The research and application of photo-realistic animation rendering system.** My working content and contribution: my research focuses on global illumination algorithm on many-core machine, and I have done some experiments on GPU to simulate. (National 863 project of CHINA)
- **Representation and processing theory and key technology of digital multimedia.** My working content and contribution: my research focus on global illumination algorithm acceleration, such as photon mapping and point based global illumination, and the performance has been improved several times. What's more, the using memory has been decreased by progressively generating point cloud. These technologies have significant influence to the project. (Science Foundation Project of CHINA)
- **The creation on animation and the development of rendering engine.** My working content and contribution: I mainly research and improve the rendering pipeline. (The office of information industry of Shandong province)
- **Internship at Autodesk.** I have worked in Autodesk Company as an intern from Nov, 2010 to May, 2011. During this time, I tested the related renders. I have learnt a lot during this time, not only graphics knowledge, but also team work.

PUBLICATIONS

- **Point-Based Light Transport for Participating Media with Refractive Boundaries.**
Beibei Wang, Jean-Dominique Gascuel, Nicolas Holzschuch.
EGSR 2016.
- **A Robust and Flexible Real-Time Sparkle Effect.**
Beibei Wang and How Bowles.
EGSR 2016.
- **Efficient Point based Global Illumination on Intel MIC Architecture.**
Xiang Xu, Pei Wang, Beibei Wang, Lu Wang, Changhe Tu, Xiangxu Meng, Tamy Boubekeur.
EG 2016 Poster.
- **PBVL: a point based method for volumetric light transport computation in participating media with refractive boundaries.**
Beibei Wang, and Nicolas Holzschuch.
Groupe de Travail Rendu du GDR IG RV, Feb 2016, Paris, France.
- **Sparkly but not too sparkly! Anti-aliasing a procedural sparkle effect.**
Huw BOWLES and Beibei WANG.
Siggraph 2015 Advanced real-time rendering course.
Available on <http://advances.realtimerendering.com/s2015/index.html>

- **Non-Diffuse Effects for Point-Based Global Illumination.**
Beibei WANG, Xiangxu Meng and Tamy Boubekeur. Siggraph 2015 posters.
- **Wavelet Point-Based Global Illumination.**
Beibei WANG, Xiangxu Meng and Tamy Boubekeur.
EGSR 2015- Computer Graphics Forum Journal.
Available on <http://perso.telecom-paristech.fr/~boubek/papers/WPBG/>.
- **Factorized Point-Based Global Illumination.**
Beibei WANG, Jing Huang, Bert Buchholz, Xiangxu Meng and Tamy Boubekeur.
EGSR 2013 - Computer Graphics Forum Journal.
Available on <http://perso.telecom-paristech.fr/~boubek/papers/FPBGI/>.
- **Efficient Point-based Global Illumination on GPU.**
Beibei WANG, Zhen XU, Yanning XU and Xiangxu MENG.
Poster on the 33rd Annual Conference of the European Association for Computer Graphics (Eurographics 2012).
Available on http://www.eurographics2012.it/program_p.
- **Fast Point-based Global illumination.**
Beibei WANG, Xiangxu MENG, Yanning XU and Xijun SONG.
The 12th International Conference on Computer-Aided Design and Computer Graphics (CAD/Graphics).
Available on http://ieeexplore.ieee.org/xpls/abs_all.jsp?arnumber=6062771&tag=1.
- **Progressive Point-based Global Illumination.**
Beibei WANG, Yanning XU and Xiangxu MENG.
The conference on Digital Media and Digital Content Management (DMDCM).
Available on http://ieeexplore.ieee.org/xpls/abs_all.jsp?arnumber=5959679.

MAJOR COURSES

- **Undergraduate Period - GPA: 3.9, Top 5%.** Advanced Programming Language, Data Structure, Computer Organization, Operating Systems, Computer Graphics, Principles of Compiler, Database System Concepts, Computer Architecture, Computer Networks, Object Oriented Technology, Discrete Mathematics, Data Mining, Human-computer Interaction.
- **Graduate Period - GPA: 3.9, Top 5%.** Algorithm Analysis and Design, Parallel Computing, Human-computer Interaction and Interface Design, Principles of Database and Knowledge-base Systems, Basic Mathematics, Data Visualization, Computational geometry.

PROFESSIONAL SKILLS AND LANGUAGE ABILITY

- **Professional Skills:** Familiar with C / C++ development in Windows development platform, Linux platform; Familiar with GPU programming with OpenCL and OpenGL; Game development.
- **English:** IELTS 6.5