

# Mr. Sun Shuyang

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## OBJECTIVE

To earn a Ph.D degree in Computer Science, and do research on fields relevant to Computer Graphics

## EDUCATION

Sept.2010-Now	<b>Zhejiang University</b> ( <i>National top University</i> ) <ul style="list-style-type: none"><li>♦ <b>PhD of Engineering(GDDP)</b>, Major in Computing Science</li><li>♦ College of Computer Science &amp; Technology</li></ul>	<b>Ph.D</b>
Sept.2006-Jun.2010	<b>Zhejiang University</b> ( <i>National top University</i> ) <ul style="list-style-type: none"><li>♦ <b>Bachelor</b>, Major in Digital Media Technology</li><li>♦ College of Computer Science &amp; Technology</li></ul>	<b>Bachelor</b>

## RESEARCH & PROJECT EXPERIENCE

Oct.2011-Dec.2011	<b>IPTV Oriented Interactive System on Android</b> ( <i>CAPG project for a IT company</i> ) <ul style="list-style-type: none"><li>♦ Programmer for the pose denoising and pose recognition module</li></ul>
Jul.2011-Sept.2011	<b>Hot Point Clustering for Financial Market</b> ( <i>CAPG project for a financial company</i> ) <ul style="list-style-type: none"><li>♦ Develop the kernel and prototype using TFIDF and KMeans.</li></ul>
Nov.2010-Jun.2011	<b>K-Pattern Matching Engine for Stock Market</b> ( <i>CAPG project for a financial company</i> ) <ul style="list-style-type: none"><li>♦ Develop the online matching engine(using DTW)</li><li>♦ Develop the offline training tool(using Adaboost)</li></ul>
Jul.-Sept.2009	<b>Dream Shooter, a 3D shooting game with stereoscopic vision and the interaction of wii.</b> ( <i>Honorable Mentioned Interactive Design in Aniwow!2010</i> ) <ul style="list-style-type: none"><li>♦ Leader of the team called <b>Ragelord</b> which produce this game</li><li>♦ Programmer for the GUI and stereoscopic vision</li><li>♦ Participate in the design and test of the game.</li></ul>
Mar.-Jun. 2009	<b>Super Show, a Interaction exhibit for the new China Science &amp; Technology Museum</b> <ul style="list-style-type: none"><li>♦ One of the programmers for the rendering module</li><li>♦ Complete part of the physical simulating module</li></ul>
Apr.-May 2009	<b>Computer Game Programming, a new edition in Taiwan</b> <ul style="list-style-type: none"><li>♦ Update some sample source code in the disk appended to the book.</li></ul>

## SKILLS

<b>Programming</b>	<ul style="list-style-type: none"><li>♦ <b>Languages:</b> C/C++, Matlab, Python, PHP;</li><li>♦ <b>SDK and API:</b> Open GL, OpenCV, Qt</li></ul>
<b>Software</b>	<ul style="list-style-type: none"><li>♦ <b>2D/3D:</b> Maya, 3D Max, PhotoShop;</li><li>♦ <b>Document:</b> Word, Excel, PPT, Latex, Endnote</li></ul>

## AWARDS

2010-2011	Second-Class Award of Honor for Graduate of Zhejiang University	<b>Graduate</b>
2008-2009	Second-Class Scholarship for Outstanding Students of Zhejiang University	<b>Undergraduate</b>
2008-2009	Excellent Student Awards of Zhejiang University	
2008-2009	National Talent Cultivation Base Scholarship	
2008-2009	Outstanding Student Leader Awards of Zhejiang University	
2008-2009	Second-Class Scholarship for Outstanding Merits of Zhejiang University	
2007-2008	Outstanding Social Work Scholarship of Zhejiang University	

