Hang Yin

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EDUCATION

Carnegie Mellon University
Pittsburgh, PA

Bachelor of Science in Computer Science with university honor
Aug. 2017 – May. 2021
- Concentration in computer graphics, minor in mathematical sciences
- Selected coursework: computer graphics, discrete differential geometry, graph theory, spectral graph theory, algorithms design and analysis, compilers design, technical animation, ethics and computing

University of California, San Diego
La Jolla, CA

Ph.D. in Computer Science
Starting from Sep. 2022
- Advisor: Albert Chern
- Research interests: computer graphics, geometry processing, physical simulations

EXPERIENCE

Research Intern
Sep. 2021 – May. 2022

Taichi Graphics
Beijing, China
- Worked with senior researcher Tiantian Liu on implementing physical simulation algorithms in the Taichi programming language.

Research Intern
Jun. 2021 – Aug. 2021

Geometric Computing Lab at *Swiss Federal Institute of Technology Lausanne*
Lausanne, Switzerland
- Developed an interactive program in C++ for surface parametrization that provides users with controls over important parameters like stretch factors and directions both globally and locally.
- Set up a front end where users could draw curves on the input mesh to prescribe stretch directions or prescribe patches on the mesh for local stretch factors.

Undergrad Student Researcher
Apr. 2020 – May. 2021

Geometry Collective at *Carnegie Mellon University*
Pittsburgh, PA
- Implemented fluid simulation algorithm on triangle meshes with different geometries using discrete exterior calculus.
- Experimented different method for fluid advection.

Undergrad Student Researcher
Apr. 2021 – Jan. 2022

Augmented Perception Lab at *Carnegie Mellon University*
Pittsburgh, PA
- Worked on an human-computer interaction research project on how user interact with having objects removed or reduced saliency under AR/XR.
- Helped develop experiment platform in Unity for user study, post-process data and results from user study.

Teaching Assistant
Jan. 2019 – May. 2021

Carnegie Mellon University
Pittsburgh, PA
- Teaching Assistant for Computer Graphics from 2020 to 2021.
- Teaching Assistant for Principles of Imperative Computation from 2019 to 2020.
- Teach labs and recitations, hold office hours to provide conceptual and programming help.
- Designed weekly exercises and helped improve documentation for programming assignments.

PUBLICATIONS

- Yi Fei Cheng, Hang Yin, Yukang Yan, Jan Gugenheimer, and David Lindlbauer. 2022. Towards Understanding Diminished Reality. In CHI Conference on Human Factors in Computing Systems (CHI '22). Association for Computing Machinery, New York, NY, USA, Article 549, 1–16. https://doi.org/10.1145/3491102.3517452

SKILS

- C, C++, python, OCaml, matlab, Houdini

OTHER PROJECTS

- Implemented a compiler for C0(a safe subset of C) in OCaml with one lab partner for compiler design class at CMU.