陳　　思航
CHEN SIHANG

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🎓 EDUCATION

Victoria University of Wellington, Wellington, New Zealand 2024.02 – Present
Master of Design Innovation in School of Design Innovation

Beijing Film Academy, Beijing, China 2016.09 – 2020.06
Bachelor of Fine Arts in Department of Film and TV Technology
- **Main Courses:** Computer Graphics, Visual Effects, Digital Cinema, Film Production.
- **Rank:** 1st of 19.
- **National Scholarship Owner**.

Shandong University, Tsingtao, China 2018.07 & 2019.07
Summer School in Interdisciplinary Research Center, School of Computer Science
- **Courses:** Computer Vision (Point-CNN implementation), Robotics (TurtleBot).

Zhejiang University, Hangzhou, China 2017.07 & 2018.07
Summer School in School of Computer Science
- **Courses:** Introduction to Computer Systems, Simultaneous Localization and Mapping (SLAM).

💼 WORKING EXPERIENCE

SenseTime Beijing, China 2021.02 - 2024.02
Technical Artist in Digital World Group (DWG)
- **AIGC-driven Avatar:** Develop Unreal Engine (C++); Design and implement pipeline (Python, C++).
- **Animation Projects:** Deal with facial rigs; Support facial animation generation and implantation.
- **Research Assistance:** Visualize motion and facial data; Optimize facial performance.

Beijing Film Academy AICFVE Beijing, China 2018.02 - 2018.06
R&D Intern on Film Keywords Extraction and Search based on Film Reviews
- **Film Database:** Build up a film info database with reviews.
- **Segmentation and Filter:** Segment film reviews using APIs and filter out keywords.

🔖 AWARDS

National Scholarship, Year 2018–2019 2019.12
First Prize of Beijing Film Academy Scholarships, Year 2017–2018 2018.10
First Prize of Beijing Film Academy Scholarships, Year 2016–2017 2017.10

👥 ACTIVITIES

SIGGRAPH 2020 Student Volunteer, Online 2020.08
SIGGRAPH Asia 2019 Student Volunteer, Brisbane, Australia 2019.11
SIGGRAPH 2019 Student Volunteer, Los Angeles, America 2019.08
SIGGRAPH Asia 2018 Student Volunteer, Tokyo, Japan 2018.12

⚙ SKILLS

- Programming Languages: Python, C++, LaTeX
- Softwares: Unreal Engine (C++), Maya (Python/MEL), Houdini Development Kit(C++), Blender(Python)
- Languages: English - Fluent (TOEFL 103), Mandarin - Native speaker