

# Yang “Sophie” Shen (沈阳)

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## Software Engineer, The AI Foundation

- Led 1 global and developed 6+ commercial digital products at Originate; independent research published to Expressive
  - 4.5 years professional native iOS and R&D with Swift and Objective-C in dynamic agile teams
  - 4 months professional ML research on real-time fist tracking succeeded with 90% precision
  - 3 years independent research on Expressive Graphics and Real-Time Rendering
  - 2 years academic research on Real-Time Rendering and Physically-Based Rendering
  - 4 years solid C/C++ programming; 4 years OpenGL and 4 years GLSL programming
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## PUBLICATION

**Aesthetically-Oriented Atmospheric Scattering.** Yang Shen, Ian Mallette, Konstantin Shkurko. Expressive, Proceedings of the 8th ACM/EG Expressive Symposium, 2019

**Soft Shadow Mip-Maps.** Yang Shen, M.S. Thesis, University of Utah, 2016

**DB: A Developed 3D Positioning Algorithm in WSN Based on DV-Hop and Bounding Cube.** Yang Shen, Bo Zhang, et. al. Computer and Management (CAMAN), 2011 International Conference, Wuhan, 2011

## EDUCATION

MS, Computing: Graphics and Visualization. University of Utah, Salt Lake City, UT. GPA: 3.77 May 2015

BE, Software Engineering: Computer Games. Beijing Jiaotong University, Beijing, CN. GPA: 3.6 Jun 2013

Non-Degree Overseas Study, Computer Graphics. University of Utah, Salt Lake City, UT. GPA: 3.8 Aug 2012 - Dec 2012

## EXPERIENCE

**Software Engineer**, The AI Foundation: Cambridge, MA Apr 2020 - Present

Software Engineering for AI and 3D Techniques | Mentor: Brent Haines

**Project Owner**, Dopamine Animatic, Originate 20% Time, Originate: Cambridge, MA Dec 2015 - Feb 2020

Independent Research on Expressive Graphics and Real-Time Rendering

**Software Engineer**, Originate: Cambridge, MA Jun 2015 - Feb 2020

Concept to Launch of iOS and ML Commercial Products for Goop, Fair, NatGeo AU, etc | Mentor: Alex Quin

**3D Artist/Developer Intern**, Saatchi & Saatchi LA: Los Angeles, CA Jul 2014 - Aug 2014

R&D for 3D Interactive Tool using PRB like BRDF and Bump Mapping in WebGL | Mentor: Michael Wilken

**3D R&D Intern**, NLPR, Chinese Academy of Sciences: Beijing, CN Mar 2013 - Jul 2013

R&D on Real-Time Soft Shadow with OpenGL; R&D on Refilming | Supervisor: Dr. Huai-Yu Wu

**Research Assistant**, School of Computing, University of Utah: Salt Lake City, UT Sep 2012 - Dec 2012

R&D on Power Spectrum Estimation of Poisson Disk Sampling | Supervisor: Prof. Cem Yuksel

**Lead and Manager**, National University Student Innovation Program, BJTU: Beijing, CN Jul 2010 - Mar 2012

R&D on Wireless Sensor Network Positioning and Coverage; Team Management | Supervisor: Xudong Chen

## INVITED POSITION

**Advisor - Design**, Value Analytics & Design: Cambridge, MA Dec 2018 - Present

Advisory on Ready-to-Implement Solution to Convey Valuation Insights in Animated Film

## VOLUNTEER AND MEMBERSHIP

**Monthly Donor**, One in a Billion: Cambridge, MA Dec 2018 - Present

**Member**, Cambridge Innovation Center: Cambridge, MA Sep 2015 - Feb 2020