

CHUYAN ZHANG

UCSB, CA · ✉ chuyan@ucsb.edu · 🏠 <https://zcy.moe> · 🌐 [comradez](#)

AVAILABILITY

- **Full-time internships:** Summer 2024 (June to September).
- **Part-time internships:** Throughout the rest of year.

EXPECTATIONS FOR INTERNSHIP

- **Important problem:** problems that matter to industry or academia.
- **Potential outcomes:** papers, patents and tech transfers.

CAPABILITIES

Rendering System Construction

- LuisaRender: A High-Performance Rendering Framework with Layered and Unified Interfaces on Stream Architectures (SIGGRAPH Asia 2022)

Geometry Representation

- Path Tracing in 3D Gaussian Field (Working in Progress)
- 3D Gaussian LoD (Working in Progress)

RESEARCH INTERESTS

My research focuses on real-time rendering, including geometric representation and appearance modeling. Currently I'm working on 3D Gaussians as a geometry primitive in rendering.

I'm also interested in how neural networks can be used in graphics, like denoising, super-sampling and material representation.

EDUCATION

University of California, Santa Barbara

Master of Science in Computer Science

Santa Barbara, U.S.

2023 - *present*

Tsinghua University

Bachelor of Engineering in Computer Science and Technology

Beijing, China

2019 - 2023

EXPERIENCE

ByteDance

Developing Engineer Intern

Beijing, China

June 2022 - October 2022

- Lark IM Core development