

Curriculum Vitae

Jie Tan

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Education

- PhD candidate of Computer Science in Georgia Institute of Technology (Gatech)
Advisors: Greg Turk and Karen Liu Aug.2009-now
- Master of Computer Science in Shanghai Jiao Tong University (SJTU)
Advisor: Xubo Yang Sep. 2006-Mar. 2009
- Bachelor of Computer Science in Shanghai Jiao Tong University Sep. 2002-Jun. 2006

Summary of Interests

Computer graphics, physically-based / data-driven animation, global illumination, GPGPU, computational fluid dynamics and numerical algorithms.

Honors and Awards

- Tung OOCL Scholarship Oct. 2008
- Accepted as a graduate student with admission examination waived Sep. 2006
- Project Award in “Brother in Arms—D Day” in Ubisoft Aug. 2006
- Exchange student to The University of Hong Kong Sep. 2004-Feb. 2005
- University scholarship in SJTU Oct. 2003 and Oct. 2004
- Honored Class in undergraduate study Sep. 2002

Publications

- Jie Tan, Yuting Gu, Greg Turk and Karen Liu. “**Articulated Swimming Creatures**”, *ACM SIGGRAPH 2011*, Vancouver.
- Jie Tan, Karen Liu, Greg Turk. “**Stable Proportional-Derivative Controllers**”, *IEEE Computer Graphics and Application (CG&A) 2011, Special Issue on Physically Based Character Animation*.
- Jie Tan, Xubo Yang, Xin Zhao and Zhanxin Yang. “**Fluid Animations with Multi-layer Grids**” (Poster), *ACM SIGGRAPH/Eurographics Symposium of Computer Animation 2008*, Dublin.
- Jie Tan and Xubo Yang. “**Physically-based Fluid Animations: A Survey**”, *Science in China Series F: Information Sciences (SCI indexed)*, Vol. 52, No.5. 2009, Springer-Verlag.

Working Experience

- **Research Assistant** in computer graphics group in Gatech 2009-now
Research methods for two-way coupling between fluids and articulated bodies and find optimal

strokes for aquatic creatures.

- **Software Engineer** in Pixar Animation Studio (intern) 2010 summer
Participated in the development of a new generation of animation tool: Menv 3.0. Integrated the hair simulator and implemented new features of “SimManager”.
- **Founder-CTO** of the start-up company “3diya.com” 2007-now
Led and participated in the development of a 3D website (<http://www.3diya.com>). Responsible for the software architecture and the real-time rendering engine.
- **Leader** of Computer Graphics Group in Digital Art Laboratory 2007-2009
Led research projects in the field of fluid animation. Give advice to the new graduate students.
- **Teaching Assistant** of the course “Game Engine Programming” in SJTU 2007 & 2008
Designed the course outline and assignments with the professor. Gave tutorials and part of the lectures.
- **Teaching Assistant** of undergraduate summer projects in SJTU 2007 & 2008
Arranged the undergraduate students to take part in research projects in computer graphics during the summer vacation. Gave tutorials and lectures on a wide range of topics in computer graphics to cultivate their interests in computer graphics.
- **Graphics Engineer** in Ubisoft Game Company (intern) 2005-2006
Developed new rendering features and special effects for the game “Brother in Arms—D Day” on PlayStation Portable. Developed and optimized the sound engine for the game “Ghost Recon 3” on Xbox and PlayStation2.
- **Vice President** of network association in SJTU 2003-2004
Gave technical lectures on network configuration and network security. Held various activities such as network knowledge contests and network debugging competitions.
- **Technical Director** of the campus English learning website in SJTU 2002-2004
Led a technical team to design and implement a multimedia English website, introducing English learning skills and foreign cultures, which became students’ favorite English learning website in the university.

Skills

- Languages: English, Chinese.
- Programming Languages: C, C++, CUDA, Python, HTML, LATEX, MATLAB, OpenGL.
- Operating Systems: Windows, DOS, Linux.
- Software: Visual Studio, Photoshop, Premiere, Pixie, Maya.

Other Interests

My other interests include **photography, painting, calligraphy, badminton, debating, and traveling**:

I won several prizes in Shanghai calligraphy and painting competitions when I was a child.

I was the vice president of badminton association in SJTU, organizing various activities, including beginner’s badminton classes, freshman badminton competitions and so on. I also attended several badminton games and won the first prize in Pudong New District.

I was an active member in the debate team of SJTU.

I have traveled to many provinces of China, taking a large number of beautiful photos of my beloved country.