

# Yuting Ye

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CONTACT INFORMATION	1 Letterman Drive Letterman Digital Art Center San Francisco, CA 94129	<i>Mobile:</i> (415) 746-2496 <i>E-mail:</i> <a href="mailto:yye@ilm.com">yye@ilm.com</a> <i>WWW:</i> <a href="http://www.cc.gatech.edu/~yuting">http://www.cc.gatech.edu/~yuting</a>
CURRENT POSITION	<b>Industrial Light &amp; Magic</b> <i>R&amp;D Engineer II</i> , Supervisor: Zoran Kacic-Alesic	San Francisco, CA January 2012 - present
	<ul style="list-style-type: none"><li>• Maintain in-house software tools and develop new algorithms for artists to create digital contents more intuitively and efficiently.</li></ul>	
EDUCATION	<b>Georgia Institute of Technology</b> Ph.D. in Computer Science (GPA 4.0)	Atlanta, Georgia, USA August 2007 - December 2011
	<ul style="list-style-type: none"><li>• Dissertation: "Simulation of Characters with Natural Interactions"</li><li>• Advisor: Dr. C. Karen Liu</li></ul>	
	<b>University of Southern California</b> Ph.D. student in Computer Science (GPA 4.0)	Los Angeles, California, USA August 2006 - May 2007
	<ul style="list-style-type: none"><li>• Advisor: Dr. C. Karen Liu</li></ul>	
	<b>University of Virginia</b> M.CS. in Computer Science (GPA 3.73)	Charlottesville, Virginia, USA August 2004 - May 2006
	<ul style="list-style-type: none"><li>• Master's project: "A Momentum-Based Bipedal Balance Controller"</li><li>• Advisor: Dr. David C. Brogan</li></ul>	
	<b>Peking University</b> B.S. in Computer Science (GPA 3.66)	Beijing, China September 2000 - June 2004
	<ul style="list-style-type: none"><li>• Bachelor thesis: "A 2D Vector Graphics Editing System With Elaborate Rendering"</li><li>• Advisor: Dr. Guoping Wang</li></ul>	
RESEARCH EXPERIENCES	<b>Georgia Institute of Technology</b> <i>Graduate Research Assistant</i> , Advisor: Dr. C. Karen Liu	Atlanta, GA August 2007 - December 2011
	<ul style="list-style-type: none"><li>• Developed optimal control algorithms for balance control, motion tracking, and motion planning of human locomotion and dexterous hand manipulations.</li><li>• Developed both linear and nonlinear dimensionality reduction techniques for learning and synthesizing responsive behaviors of human characters in a simulated environment.</li><li>• Assisted in writing two NIH proposals.</li></ul>	
	<b>USC Information Sciences Institute (ISI)</b> <i>Research Intern</i> , Advisor: Dr. Stacy Marsella	Marina del Rey, CA May 2007 - August 2007
	<ul style="list-style-type: none"><li>• Integrated physics-based balance and tracking control into a kinematics-based control system.</li></ul>	
	<b>University of Southern California</b> <i>Graduate Research Assistant</i> , Advisor: Dr. C. Karen Liu	Los Angeles, CA August 2006 - May 2007
	<ul style="list-style-type: none"><li>• Developed and integrated a numerical optimization framework with physics-based simulation for high-level controls of virtual characters.</li></ul>	
	<b>University of Virginia</b> <i>Graduate Research Assistant</i> , Advisor: Dr. David C. Brogan	Charlottesville, VA August 2004 - May 2006
	<ul style="list-style-type: none"><li>• Developed a balance controller for articulated characters through angular momentum regulation.</li><li>• Developed a hierarchical neural network to simplify a complex dynamic system.</li></ul>	

HONORS AND AWARDS	Third place in Student Research Competition (SRC), ACM SIGGRAPH	2007
	Mingde Fellowship, Peking University	2000 - 2004
	First class Freshmen Scholarship, Peking University	2000
	Rank first over 180,000 in the College Entrance Exam. Guangdong Province, China	2000
PUBLICATIONS	<b>Y. Ye, C. K. Liu.</b> 2012. "Synthesis of detailed hand manipulations using contact sampling". <i>To appear in ACM Transactions on Graphics (SIGGRAPH)</i> .	
	<b>Y. Ye, C. K. Liu.</b> 2010. "Optimal feedback control for character animation using an abstract model". <i>ACM Transactions on Graphics (SIGGRAPH)</i> 29(4) Article 74. <a href="https://doi.org/10.1145/1778765.1778811">doi:10.1145/1778765.1778811</a>	
	<b>Y. Ye, C. K. Liu.</b> 2010. "Synthesis of responsive motion using a dynamic model". <i>Computer Graphics Forum (Eurographics)</i> 29(2) Pages 555-562. <a href="https://doi.org/10.1111/j.1467-8659.2009.01625.x">doi:10.1111/j.1467-8659.2009.01625.x</a>	
	<b>S. Jain, Y. Ye, C. K. Liu.</b> 2009. "Optimization-based interactive motion synthesis". <i>ACM Transactions on Graphics (TOG)</i> 28(1) Article 10. <a href="https://doi.org/10.1145/1477926.1477936">doi:10.1145/1477926.1477936</a>	
	<b>Y. Ye, C. K. Liu.</b> 2008. "Animating responsive characters with dynamic constraints in near-unactuated coordinates". <i>ACM Transactions on Graphics (SIGGRAPH Asia)</i> 27(5) Article 112. <a href="https://doi.org/10.1145/1409060.1409065">doi:10.1145/1409060.1409065</a>	
	<b>S. Jain, Y. Ye, C. K. Liu.</b> 2007. "Optimization-based interactive motion synthesis for virtual characters". In <i>ACM SIGGRAPH 2007 sketches</i> Article 39. <a href="https://doi.org/10.1145/1278780.1278828">doi:10.1145/1278780.1278828</a>	
TEACHING EXPERIENCES	<b>Teaching Assistantship</b>	
	<ul style="list-style-type: none"> <li>• CSCI 101 Fundamentals of Computer Science, USC</li> <li>• CS 660 Theory of Computation, UVA</li> <li>• CS 201 Software Development Methods (in Java), UVA</li> </ul>	<ul style="list-style-type: none"> <li>Fall 2006 - Spring 2007</li> <li>Spring 2006</li> <li>Fall 2004 - Spring 2006</li> </ul>
SKILLS	<b>Guest Lectures</b>	
	• "Optimal Control", CS 7496: Character Animation, Georgia Tech.	Fall 2011
	• "Inverse Kinematics", CS 4496: Character Animation, Georgia Tech.	Spring 2011
	• "3D Rotations", CS 4496: Character Animation, Georgia Tech.	Fall 2010
	• "Articulated Rigid Body Dynamics", CS 7496: Character Animation, Georgia Tech.	Fall 2009
	• "Articulated Rigid Body Dynamics", CS 7496: Character Animation, Georgia Tech.	Spring 2008
PROFESSIONAL ACTIVITIES	<b>Languages:</b> C/C++, Java, Javascript, $\LaTeX$ .	
	<b>Tools:</b> OpenGL, GLUT, Open Dynamic Engine (ODE), Bullet physics engine, Eigen library, Computational Geometry Algorithms Library (CGAL), Fast Light Toolkit (FLTK), Cocoa, MOSEK, SNOPT, gnuplot.	
	<b>Softwares:</b> MATLAB, SVN, Mercurial, Autodesk Maya, Adobe Photoshop, Illustrator, and Premiere, Vicon IQ and Blade.	
	<b>Platforms:</b> Mac OSX, Linux, Windows.	
PROFESSIONAL ACTIVITIES	<b>Reviewer</b>	
	SIGGRAPH Asia 2011, 2010, 2009	
	Motion in Games 2011, 2010	
	Eurographics 2012, 2011, 2010, 2009	
PROFESSIONAL ACTIVITIES	Computer Graphics International 2010	
	<b>Editor</b>	
	Papers preview video, SIGGRAPH 2008	
	<b>Membership</b>	
PROFESSIONAL ACTIVITIES	ACM SIGGRAPH student member, since 2006	