

## William Y. Chang

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CONTACT INFORMATION	Shinsung Misoziium Apt. 202-2004 Gangdong-gu, Dunchon-dong Seoul, South Korea, 134-706	<i>Phone:</i> +82-10-8602-7937 <i>E-mail:</i> <a href="mailto:william.y.chang@gmail.com">william.y.chang@gmail.com</a> <i>WWW:</i> <a href="http://www.cse.ucsd.edu/~wychang">www.cse.ucsd.edu/~wychang</a>
OBJECTIVE	To obtain a software engineering position in the area of large scale 3D reconstruction and deformable registration.	
EDUCATION	<b>University of California, San Diego</b> , San Diego, CA USA Ph.D., Computer Science, December 2009. M.S., Computer Science, December 2006. Thesis: Reconstruction of Dynamic Articulated Models from Range Scans <b>Harvey Mudd College</b> , Claremont, CA USA B.S. with High Distinction, Mathematics, May 2004. Second major in music (piano performance).	
PROFESSIONAL EXPERIENCE	<b>Visual Information Processing Lab, Digital Aria</b> , Kyeonggi-do, South Korea Senior Software Engineer and Team Leader <i>November 2009 to present</i> <ul style="list-style-type: none"><li>• Worked to substitute for mandatory military service, under the “Technical Service Personnel” program sponsored by the Korea Military Manpower Administration (MMA).</li><li>• Led a team of 10 software engineers to develop and maintain 2D / 3D graphics libraries optimized for mobile devices and platforms (Android, iOS, Linux, Windows CE).</li><li>• Developed algorithms and libraries to triangulate strokes (curves and lines in vector format) for display in OpenGL, manage a large collection of OpenGL ES shaders, and express various blend modes in a software rasterizer.</li></ul> <b>University of California, San Diego</b> , San Diego, CA USA Research Assistant <i>September 2004 to May 2009</i> <ul style="list-style-type: none"><li>• Performed research with Dr. Henrik Wann Jensen and Dr. Matthias Zwicker on efficient ray tracing, image-based rendering, and deformable shape registration.</li><li>• All of the related publications were disseminated at the top conferences and journals in computer graphics and geometry processing (ACM SIGGRAPH, ACM Transaction on Graphics, Eurographics, and SGP).</li><li>• Developed departmental web pages based on the Plone CMS for the Cognitive Science department.</li></ul> Teaching Assistant <i>September 2007 to August 2009</i> <ul style="list-style-type: none"><li>• Organized and led weekly hour-long discussion sections, Created and graded labs, homework assignments, and exams.</li></ul>	
SKILLS	Strong programmer in C/C++. Fluent in Java, JavaScript, Perl, PHP, OpenGL, Python, Ruby, HTML, UNIX shell script, GNU make, MATLAB, Maple, Mathematica, and Visual Basic. Experience programming in Linux, Windows, Android, iOS, Solaris. Fluent in English and Korean (reading, writing, and speaking).	
AWARDS	Chavin Prize for Best Mathematics Thesis, Harvey Mudd College. May 2004. Dean’s List, Harvey Mudd College. September 2000 ~ May 2004. First Prize, UCSD CSE 168 Rendering Competition. June 2005.	
PERSONAL INFORMATION	US Citizen (by birth), South Korea Citizen (by family)	
REFERENCES & PUBLICATIONS	Available on request.	