

Weike Qian

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EDUCATION

University of Pennsylvania

Expected May 2027

M.S.E. in Computer Graphics and Game Technology | GPA: 3.95/4.00

Shanghai Jiao Tong University

Jun 2025

B.Eng. in Software Engineering | GPA: 3.65/4.00

EXPERIENCE

Tencent Games | Shenzhen, China

May 2026 - Aug 2026

Game Rendering Engine Engineer (Intern)

- Contributed to game-engine rendering and editor tools, including but not limited to Unity-to-Unreal lighting migration, heatmap plugin migration/refactoring, audio-material baking, and LOD conversion/batch processing.
- Worked on Lumen reflection handling for forward-shaded materials in a deferred rendering pipeline.

Shanghai Jiao Tong University | Shanghai, China

May 2024 - Oct 2024

Research Assistant

- Developed multi-buffer mask synthesis for occlusion-capable AR displays as part of IEEE VR 2025 research.

SELECTED PROJECTS

Voxita

Aug 2026

- Built a personal voxel game prototype with features including but not limited to ray tracing, experimental global illumination, structural destruction, rigid-body simulation, and procedural dungeons.

Maya Gaussian Splatting

Spring 2026

- Developed a Maya 2026 plugin for real-time 3D Gaussian Splatting visualization and editing, supporting multiple point clouds and conventional geometry in a hybrid rendering workflow.

Better Unity Fracture & Unity Blast

Fall 2025

- Extended NVIDIA Blast interfaces and built Unity wrappers for real-time object fracturing and visual effects.

RUGS: Relightable Unity Gaussian Splatting

Spring 2025

- Built a Unity pipeline for 3DGS scene reconstruction, relighting, and interactive real-time rendering.

Interactive Fluid Simulation Scenes

Summer 2024

- Created two interactive real-time fluid scenes for AR using distinct simulation approaches, combining physical interaction with water reflections, refraction, and caustics.

VR Water Sports Simulator

Spring 2024

- Led a three-person team to build a Unity VR water-sports simulator; developed interactive ocean simulation with waves, foam, collision response, and buoyancy.

TECHNICAL SKILLS

Languages: C++, C#, C, Python, Java, Lua, JavaScript, TypeScript

Graphics: HLSL, GLSL, CUDA, OpenGL, WebGL

Engines & Tools: Unity, Unreal Engine, Maya, Houdini, Git, Docker, Linux

PUBLICATION

Y. Zhang, S. Hong, W. Qian, K. You, H. Zhou, and K. Kiyokawa. "Color Correction for Occlusion-Capable Optical See-Through Head-Mounted Displays by Using Phase-Modulation." IEEE VR, 2025.

AWARDS

First Prize, National College Students VR Innovation Design Competition (2024)

Silver Medal, CCF Collegiate Computer System & Programming Contest (2023)

CCF Computer Software Proficiency Certification: Top 0.56% (2023)