

Alvin Shi

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Education

Yale University, New Haven, CT | *Expected 2027*

- Ph.D., Computer Science | Supervised by Theodore Kim

University of Chicago, Chicago, IL | 2021

- BS, Mathematics | Minors in Physics & Media Arts and Design – 3.98/4.00 GPA – Summa Cum Laude

Experience

Yale Computer Graphics Lab | Research Assistant | Sept 2021 – Present

- Reformulated collision energies to accelerate flesh, cloth, and strand simulation
- Implemented and analyzed the use of DCT/DST speedups in model-reduction for fluid simulation
- Refined pipeline for converting symbolic integration evaluators into workable C++ functions

Adobe Research | Research Intern | Jun 2023 – Dec 2023

- Trained neural representations of localized forces for stylized fluid animation
- Formulated novel techniques for auto differentiation of customized frame-matching loss functions

Center for Collaborative Arts and Media | Fellow | Jan 2022 – Jun 2023

- Developed and debugged interactive game development demos for first-time-coders in Unity
- Launched CCAM Discord channel for collaboration with student game development organizations and community outreach initiatives

The Mystery League | Developer | Mar 2021 – Jun 2021

- Implemented AR-System for Geographical walkaround puzzle involving 13 geolocations, image-scanning, and independently made high-fidelity 3D Blender models
- Co-developed phone tree traversal puzzle, text adventures, and playtested other multimedia ARGs involving assets made in YouTube, Blender, and the Unity game engine

Hack Arts Lab | Lab Assistant | Sept 2019 – Mar 2020

- Instructed collaborators and patrons on proper use of 3D printers, programmable sewing machines, laser cutters, and power tools
- Collaborated with other assistants to create posters, stickers, patches, and music-playing systems for the Media Arts, Data, and Design Center

Projects & Skills

Coding

- C, C++, C#, Python, JavaScript, Mathematica, MATLAB
- *Shader Experiments* leverages the GPU to create real-time 2D fluid simulations with an Eulerian solver that incorporates vorticity confinement, obstacle handling with iterated orthogonal projection, and visualization options for density cutoffs and velocity coloring.

- *HOBAC Mod* is an addition to Theodore Kim's HOBAC simulator for deformable flesh and cloth. By reformulating all vertex-face and edge-edge collision energies, the computational resources spent on solving for self-collisions goes down 50%.

Research

- *A Unified Analysis of Penalty-Based Collision Energies*, 2023 (First Author)
- *Lifted Curls: a Model for Tightly Coiled Hair Simulation*, 2023 (Co-First Author)

Game Development

- Unity, Blender, GameMaker Studio
- *Cube All* is an independently developed game where the player uses click-and-drag mouse controls to propel a cube through a procedurally generated 3D landscape packed with dangerous terrain. Made in Unity, Cube-All is playable on desktop and mobile devices.