

ZHOU YANJU (周燕居)

Date of Birth: March 2004 | **Gender:** Male
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EDUCATION

- **The University of Tokyo** 2026.10 – 2028.9 (Expected)
M.S. in Creative Informatics
Research Lab: JSK Lab
- **Peking University, Yuanpei College** 2022.9 – 2026.7
B.Sc. in Computer Science and Technology
- **Beijing 101 Middle School**, High School Diploma 2019.9 – 2022.6

TECHNICAL SKILLS

- **Programming:** C++/C#/C, Python, Lua, HTML/CSS, JavaScript
- **Tools/Engines:** Godot, Unity, Unreal Engine 5, Blender, NVIDIA OptiX
- **Languages:** TOEFL 97, CET-6 517, CET-4 596

INTERNSHIP EXPERIENCE

- **ThunderFire Business Group, NetEase Games**, Game Programmer Intern 2025.6 – 2025.9
Implemented runtime features and enhanced engine tooling based on designer/director requirements; primarily responsible for the *Timeline* module for cinematic sequences.
- **VCL Lab, Peking University**, Student Researcher (Character Animation) 2024.7 – 2026.7
Social Agent: Mastering Dyadic Nonverbal Behavior Generation via Conversational LLM Agents (SIGGRAPH Aisa 2025)

PROJECTS

- **Dyadic Interactive Co-Speech Gesture Generation via Masked Generative Models** *demo & code*
Developed an audio-driven generative model for interactive full-body gestures of two speakers.
Combined VQ-VAE, Masked Transformer to jointly generate motion conditioned on two-speaker audio.
Designed a sliding-window autoregressive inference strategy for long-sequence motion generation.
- **Interactive Path Tracing Renderer** *(demo & code)*
GPU-accelerated using NVIDIA OptiX.
Monte Carlo path tracing with PBR materials; supports reflection and refraction.
Implemented direct light sampling, temporal denoising, environment maps, texture mapping, normal interpolation, and screen-space post-processing.
- **BuildPKU: Campus-Building Strategy Game** *(demo & code)*
Outstanding Work Award at the 2026 NetEase Thunder Fire × Peking University Game Jam.
Developed a 2D campus-building and strategy management game using Godot and C#.
Implemented grid-based construction, resource management, building upgrades, and card-based progression systems.
Designed modular, data-driven game systems using JSON configurations and Godot signals.
- **Dynamic Machine (Rendering Piece)** *(demo & code)*
Created for the *Pwnisher* Dynamic Machine rendering challenge.
Built in Blender, utilizing rendering, animation, and physics simulation techniques.

CAMPUS INVOLVEMENT

- Deputy Head, Publicity & Planning Dept., Yuanpei Student Union 2023.9 – 2024.6
- Member, Yuanpei Student Union 2022.9 – 2023.9
- Player, Yuanpei Men's Basketball Team 2022.9 – 2026.7