WINNIE LIN

EMAIL	*winnielin@stanford.edu*
WEBSITE	*web.stanford.edu/~wl1915*
INTERESTS	*Computer Graphics and Vision*
SKILLS	*C++, Python, lua, bash, TeX, OpenCV, pbrt, PyTorch, Tensorflow, Maya, Blender, Unity*

EDUCATION

Stanford University

06.2021 (est)	Ph.D.	Computer Science (4.1)
06.2017	M.S.	Computer Science (3.9)
06.2016	B.S.	Mathematics (3.8)

INTERNSHIPS

06.2020-09.2020	**Facebook AR/VR** Deep learning for face tracking Menlo Park
06.2018-03.2020	**Industrial Light and Magic** Machine learning for visual effects San Francisco
06.2016-09.2016	**Riot Games** Hydrology System Design Mountain View
06.2015-09.2015	**Radiant Entertainment** Biome and Terrain Generation Los Altos

COMMUNITY AND OUTREACH

06.2019	**Stanford Centennial TA Award** Stanford School of Engineering
07.2018-06.2019	**CA Mentor and Department Liaison** Stanford CS Department
02.2015-04.2016	**Girls Teaching Girls To Code '15-'16** Curriculum Writer, Lead Instructor
09.2015-04.2016	**Palo Alto Euler Circle** Teaching Assistant
09.2015-04.2016	**Stanford University Math Camp** Residential Teaching Assistant

TEACHING

04.2018-06.2019	**CS231N: Neural Networks for Vision** Head course assistant, Spr '19 Course assistant, Spr '18
01.2019-03.2019	**CS205L: Math in Machine Learning** Head course assistant, Win '19 '20
09.2016-12.2018	**CS148: Intro to Graphics** Course assistant, Fall '16 '18 '20
01.2016-02.2017	**CS109: Intro to Probability** Course assistant, Win Spr '15 '16

PROJECTS AND AWARDS

Screen Credits	**The Irishman (2019)** Designed tools for markerless facial capture and data-driven retargeting.
Co-author IEEE TVCG	**Real-time Interactive Tree Animation** Worked on simulation visualization and mathematical verification of the algorithm.
Co-author arxiv	**3D Reconstruction of Botanical Trees** Worked on semi-supervised deep learning for video-based 3D reconstruction.
Best Project CS229	**Adaptive Samplers for Raytracing** [Group of 1.] Worked on using SVMs to train adaptive samplers for pbrt.
First Place CS248	**Trayl, an underwater shooting game** [Group of 2.] Created UI and assets, added custom acceleration structures to Unity.
Fedkiw Lab	**Deformable Geometry Matching** Experimented with deforming and aligning point clouds to high quality facial meshes.
Guibas Lab	**Iterative Point Cloud Superresolution** Experimented with point cloud upsampling methods through sequential generation.
Vision Lab	**Diffusion-based Sparse-to-Dense LIDAR** Designed and evaluated comparisons for sparse depth completion for sensor fusion.
ME213	**Exploratorium Exhibition Design** Created prototypes and built installations at the San Francisco Exploratorium.