Fengshi Zheng

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EDUCATION

ETH Zurich — Zurich, Switzerland
MSc. Computer Science, GPA: 5.8/6.0 — Sep. 2021 - Jul. 2024 (expected)

Tsinghua University — Beijing, China
B.E. Computer Science, GPA: 3.89/4.0, Ranking: 4/204 — Sep. 2016 - Jun. 2021

EXPERIENCE

Computer Graphics Laboratory, ETH — Zurich, Switzerland
Master Thesis — Dec. 2023 - Jul. 2024 (expected)

- Research on spatial subdivision for path guiding.

Rendering Group, Disney Research Studios — Zurich, Switzerland
Semester Thesis — Apr. 2023 - Jul. 2023

- Research on improving path guiding using machine learning methods.
- Grade: 6.0/6.0

Realistic Graphics Lab, EPFL — Lausanne, Switzerland
Summer Research Intern — Jun. 2022 - Sep. 2022

- Polish and extend kernel caching features in Dr.Jit.

Graphics and Geometric Computing Group, Tsinghua University — Beijing, China
Undergraduate Research Fellow — Oct. 2019 - Jun. 2021

- Second author of Ensemble Denoising for Monte Carlo Renderings.
- **Published at SIGGRAPH Asia 2021**

ByteDance Inc. — Shanghai, China
Graphics Programming Intern — Jun. 2020 - Sep. 2020

- Develop real-time ray-traced water pool effects in Unity.

SCHOLARSHIPS AND AWARDS

- **China National Scholarship (Top 1% in CS department)** at Tsinghua — 2020
- Comprehensive Excellence Scholarship (Top 10% in CS department) at Tsinghua — 2019 and 2017
- Third prize in The Challenge Cup (science and innovation competition) of Tsinghua — Oct. 2020

PROGRAMMING SKILLS

- C/C++, Python, JavaScript, GoLang, Rust, Swift, C#
- Unity, OpenGL

LANGUAGES SKILLS

- **English:** Fluent (TOEFL 105 / GRE 329)
- **Chinese:** Native
- **French:** Intermediate (B1)