

YUNXIAO ZHANG (JACK)

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CAREER SUMMARY

M.S. student in Visualization at Texas A&M University specializing in dynamic 3D reconstruction for sports scenes, with hands-on experience in web games and 3D web application development across both front-end and back-end.

EDUCATION

M.S. in Visualization(In Progress)	Texas A&M (TAMU)	Aug 2024 – Jun 2026
B.Eng. in Software Engineering	Fudan University (FUDAN)	Sep 2020 – Jun 2024
Exchange Program in Software Engineering	University of Texas at Dallas (UTD)	Aug 2022 – Dec 2022

TECHNICAL SKILLS

Programming: Python, JavaScript, Java, C++
Web / Frameworks: React.js, Spring Boot, three.js, WebGL
Database: MySQL

PUBLICATIONS & MANUSCRIPTS

Time-Archival Camera Virtualization for Sports and Visual Performance (under review)
Y. Zhang*, W. Stone, and S. Kumar. Under review, 2025.

- An approach to represent a dynamic scene using a simple neural network model over discrete time steps, achieving better image-rendering quality compared to state-of-the-art approaches.

RESEARCH & PROFESSIONAL EXPERIENCE

Graduate Researcher Visual and Spatial AI Lab, Texas A&M University	Oct 2024 - Present
<ul style="list-style-type: none">• Advisor: Prof. Suryansh Kumar• Conducting research on dynamic 3D reconstruction for sports scenes using time-archival 3D Gaussian Splatting. Developing camera virtualization and reconstruction pipelines for soccer and performance datasets.	
Intern Shanghai Lingang Economic Development (Group) Co., Ltd.	Jul 2023 – Sep 2023
<ul style="list-style-type: none">• Assisted in preparing reports analyzing enterprises and industry trends for investment promotion.	
Software Engineer Intern HFT Investment Management Co., Ltd.	Jun 2023 – Jul 2023
<ul style="list-style-type: none">• Completed a front-end Application Programming Interface (API) monitoring system.	

SELECTED PROJECTS

RealSynth Studio	Jul 2025 – Nov 2025
<ul style="list-style-type: none">• Blender add-on that imports real or synthetic camera rigs, sets up lighting, and generates NeRF / 3DGS-ready multi-camera datasets with incremental rendering.	
Web3D Biography of Napoleon Bonaparte	Nov 2023 – Dec 2023
<ul style="list-style-type: none">• Using Threejs, Opengl and Apache2 servers, a biographical web page about Napoleon has been deployed on the web, allowing players to enjoy Napoleon's sculptures, life stories and paintings in 3D scenes, while switching between different rendering styles in the scenes.	
Rolling Ball	Sep 2023 – Nov 2023
<ul style="list-style-type: none">• Using Unity, Springboot and Apache2 servers, a parkour game was deployed online where the player could control the direction of the ball's roll, with two modes - Fixed and Random	

