## Yuqi Ren

+1 (619) 333-8320 | ryq22@mails.tsinghua.edu.cn | renyuqi.com

### **EDUCATION**

## Tsinghua University, China, Beijing

09/2022 - Present

B.S., IIIS (Yao Class), Computer Science

Selected Courses: Advanced Computer Graphics, Physics-Based Simulation

### RESEARCH EXPERIENCE

### Hao Su Lab, University of California San Diego, Research Intern

02/2025 - 08/2025

Project: Latte Art Optimization, Advisor: Prof. Hao Su

Developing a differentiable two-fluid SPH simulator coupled with a differentiable renderer to optimize the generation of latte art and analyzing gradient error in differentiable SPH. Leveraged NVIDIA Warp to achieve GPU acceleration.

[Paper]

# Simulation Group, Tsinghua University, Undergraduate Researcher

09/2023 - 09/2024

Advisor: Prof. Tao Du

Studied various fundamental simulation algorithms and gained research experience. Explored the motion of water striders on the water's surface.

### **TECHNICAL PROJECTS**

### **Two-Way Fluid Solid Coupling**

05/2024 - 07/2024

• Implemented two-way fluid-solid coupling in the variational framework based on the paper by Batty titled "A fast variational framework for accuratesolid-fluid coupling", developed independently.

[2D Version Repository] [3D Version Repository]

**Stable Fluid** 10/2023 - 01/2024

• Implemented an Eulerian fluid simulator featuring a matrix-free Conjugate Gradient (CG) solver, developed independently. The simulation part is implemented with C++ and the rendering part is implemented with PBRT-v4 and Python.

[Repository]

Cloth Simulation 05/2024 - 06/2024

• A course project to simulate cloth dynamics using FEM, based on a C++ framework from the TA.

### TA EXPERIENCE

• Teaching Assistant in Advanced Computer Graphics course

09/2024 - 01/2025

#### AWARDS

- Freshman Scholarship of Tsinghua University
- Gold Medal in the 52nd International Physics Olympiad (IPhO), top 5 worldwide

## **SKILLS**

Programming Languages: C/C++, Python, CUDA, shell, LaTeX

Software Tools: NVIDIA Warp, OpenGL, Eigen, PBRT, Blender, Docker