

Zhendong Wang

PhD Student

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Biography

I am Zhendong Wang, currently a fourth-year PhD. student in the College of Computer Science and Technology at Zhejiang University, Hangzhou, China. My advisor is Prof. Min Tang. In 2013, I received my Bachelor degree at the Computer School of Wuhan University, Wuhan, China.

My research interests include physics-based cloth simulation, collision detection and GPU computing. In October 2015, I presented my second paper on the Pacific Graphics 2015 conference in Beijing, China. In April 2016, I presented my third paper on the Computational Visual Media 2016 conference in Cardiff, UK.

Education

Zhejiang University, China

Fourth-year PhD Student.

Advisor: Min Tang (<http://give.zju.edu.cn/en/memberHomepage/TangMin.html>)

Major: Computer Graphics, Physics-based Simulation

Wuhan University, China

Bachelor, in Computer Science and Technology, 2013.

Hobbies

Basketball, Badminton, Swimming, Drum.

Teaching

2013-2014: TA for "Computer Graphics".

Publications

Min Tang, Ruofeng Tong, Zhendong Wang, and Dinesh Manocha. Fast and exact continuous collision detection with bernstein sign classification. *ACM Transactions on Graphics (TOG)*, 33(6):186, 2014.

Zhendong Wang, Min Tang, Ruofeng Tong, and Dinesh Manocha. Tightccd: Effi-

cient and robust continuous collision detection using tight error bounds. *Computer Graphics Forum*, 34(7):289–298, 2015.

Zhendong Wang, Tongtong Wang, Min Tang, and Ruofeng Tong. Efficient and robust strain limiting and treatment of simultaneous collisions with semidefinite programming. *Computational Visual Media*, 2(2):119–130, 2016.