

Curriculum Vitae

PERSONAL DETAILS

Name: *Cao, Ge*
Nationality: *China*
Birthday: *01/07/1998*

EDUCATION

08/2023 - present **PhD. Electrical and Computer Engineering**
University of Illinois Urbana-Champaign, USA
09/2020 - 04/2023 **MSc. Computational Science and Engineering**
ETH Zurich, Switzerland
09/2016 - 07/2020 **BSc. Theoretical and applied Mechanics**
BEng. Computer science and Technology (dual major)
University of Science and Technology of China, Hefei, China

ACADEMIC EXPERIENCES

Excellence Fellowship from UIUC;
Hsue-Shen Tsien Talent Program in Mechanics (2016-2020 in USTC);

RESEARCH EXPERIENCES

2023 Fall semester Department of Electrical and Computer Engineering, UIUC, USA
Supervision: Prof. Dr. Zhen Peng.
Research in Ray-tracing and Ferrofluid.
2022 Fall semester Department of Mathematics, ETH Zurich , Switzerland (Semester Thesis)
Supervision: Prof. Dr. Hiptmair.
A code framework is implemented for Boundary Element Method, we used this for further validations of some mathematical theories.
2022 Spring semester Department of Computer Science, ETH Zurich , Switzerland (Master Thesis)
Supervision: Prof. Dr. Markus Gross.
Flexible control of magnetic field of Ferrofluid for artistic design purpose.
2019 Summer semester Department of Applied Physics, University of Twente , Netherlands
Supervision: Prof. Dr. Detlef Lohse.
Experimental and numerical validation of imbibition fluid phenomenon.

PROFESSIONAL EXPERIENCE

2020 Summer **Internship: NetEase Games, Guangzhou, China**
Game engine developing.
2021/11 - 2023/05 **Internship: Taichi Graphics, Remote**
Graphics Engineering developing.

RESEARCH INTEREST

Research interest: *Computational Science.*