



Runze Zhang
M.S. Computer Science
Shenzhen University

Runze Zhang (张润泽) is a third-year Master's student at the VCC of Shenzhen University, advised by Prof. Hui Huang. His research interests focus on building interactive and realistic virtual worlds (Sword Art Online).

EDUCATION

Shenzhen University
M.sc. in Computer Science

Shen Zhen
Sept. 2022 – Jun 2025 (expected)

Hebei University of Technology
B.sc. in Road Bridge and River Crossing Engineering

Tian Jin
Sept. 2018 – Jun 2022

INTERNSHIP EXPERIENCE

Tencent
Application Researcher

May. 2024 – Sept. 2024 (expected)
NanShan, SZ

- Perform geometric optimization on the car models in the PRacing game.

PUBLICATIONS

Architectural Co-LOD Generation
runze Zhang, shanshan Pan, chenlei Lv, minglun Gong, hui Huang

ACM Transactions on Graphics (SIGA 2024)

AWARDS & SKILLS

- The Chinese Mathematics Competitions (CMC) Provincial First Prize (Rk.17).
- CET-6 with a score of 540.
- C++, Python, Latex.

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