

Shuo Feng

PhD Student, Computer Science, Concordia University

Montréal, Québec

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Education	Concordia University PhD, Computer Science — Montréal, QC Human-computer interaction, extended reality, and medical imaging.	<i>Sep 2026 – present</i>
	Concordia University BSc (Honours, C.Edge), Computer Science — Montréal, QC Finished 2 Co-op work terms. Graduated with distinction.	<i>Sep 2023 – Apr 2026</i>
	Dalhousie University BSc, Computer Science (Co-op) — Halifax, NS Gained 43 of 120 credits before transferring to Concordia.	<i>Jan 2022 – Aug 2023</i>
Research experience	HealthX Lab, Concordia University <i>Research Assistant</i> — Montréal, QC • Full-time research assistant at HealthX Lab.	<i>Sep 2025 – Aug 2026</i>
	HealthX Lab, Concordia University <i>Developer, Unreal Engine (co-op)</i> — Montréal, QC • Virtual-reality application development.	<i>May 2025 – Sep 2025</i>
	Concordia University <i>Developer, Unity 3D (co-op)</i> — Montréal, QC • Integrated the pedestrian simulation system into the project. • Posted sound events through Wwise in Unity: ambient loops, dialogue and footsteps. • Implemented the LLM chat box, with a custom logic workflow in the game loop, as the core of the interactive questionnaire.	<i>Jan 2025 – May 2025</i>
	Dalhousie University <i>Research Assistant (co-op)</i> — Halifax, NS • Collected and analysed network traffic from Android applications. • Implemented a machine-learning prediction system for VPN connections.	<i>May 2023 – Aug 2023</i>
Projects	Material Color Utilities for Unreal Engine github.com/vonhyou/material-color-utilities-ue • An Unreal Engine 5.7 plugin wrapping Google's Material Color Utilities, published on Fab. • Generates the 54 Material Design 3 colour roles from one seed colour, in nine scheme variants, with light and dark modes and WCAG contrast adjustment. • Exposes the whole library to Blueprint and C++; ships the third-party code as a static library with Abseil stripped out for clean engine integration. Win64, Linux and macOS.	<i>Feb 2026 – Mar 2026</i>
	Ray Tracer github.com/vonhyou/ray-tracer-comp371 • A path tracer in pure C++ with Eigen3, scene definitions from JSON. • Direct illumination, anti-aliasing by supersampling, and global illumination by path tracing, shown against the Cornell box.	<i>Feb 2024 – Mar 2024</i>
Awards	Dean's List, Concordia University	<i>2023-2024</i>
	Sexton Scholar, Dalhousie University	<i>Winter 2022, 2023; Fall 2022</i>
	Undergraduate Student Research Award, Dalhousie University	<i>2023</i>
Technical skills	Languages and frameworks C++, GLSL, Zig, Slang, Vulkan 1.3+ Development SDKs and tools Unreal Engine 5, Unity 3D, StereoKit	