

# Guying Lin

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## EDUCATION

### The University of Hong Kong

MPhil of Computer Science

China

Sept. 2022 – present

- **Supervisor:** Prof. Wenping Wang and Prof. Taku Komura

### Zhejiang University

Bachelor of Engineering

China

Sept. 2018 – July 2022

- CHU KOCHEN Honors College
- **Cumulative GPA:** 3.94/4.00 (top 5%)

## PUBLICATIONS

1. **Lin, G.\***, Yang, L\*, Zhang, C., Pan, H., Ping, Y., Wei, G., ... & Wang, W. (2023). “Patch-Grid: An efficient and feature-preserving neural implicit surface representation”. **Status:** Provisionally accepted by *ACM Transactions on Graphics* (TOG) with revisions. (**\*: equal contribution**)  
*ArXiv link:* <https://arxiv.org/abs/2308.13934>  
*Synopsis:* We develop a unified neural implicit representation that models complex shapes efficiently, preserves sharp features, and effectively models surfaces with open boundaries and thin geometric features.
2. Zhang, C\*, **Lin, G.\***, Yang, L., Li, X., Komura, T., Schaefer, S., ... & Wang, W. (2023). “Surface extraction from neural unsigned distance fields”. *ICCV 2023*. In Proceedings of the *IEEE/CVF International Conference on Computer Vision 2023*. (**\*: equal contribution**)  
*ArXiv link:* <https://arxiv.org/abs/2309.08878>  
*Synopsis:* We propose a robust and efficient method to extract a high-quality surface from noisy unsigned distance functions (UDFs), encoded by neural UDFs.
3. **Lin, G.\***, Yang, L\*, Yuan, L., Zhang, C., Wei, G., ... & Wang, W. (2023). “On Optimal Sampling for Learning SDF Using MLPs Equipped with Positional Encoding”. **Status:** Under revision of *IEEE Transactions on Visualization and Computer Graphics* (TVCG). (**\*: equal contribution**)  
*ArXiv Link:* <https://arxiv.org/abs/2401.01391>  
*Synopsis:* We study the optimal sampling problem in network training for modeling neural implicit surfaces, especially those with rich geometric details. With our sampling strategy, a straightforward MLP network, augmented with PE, achieves state-of-the-art quality in terms of both surface accuracy and overall SDF quality.
4. Wang, P., Liu, Y., **Lin, G.**, Gu, J., Liu, L., Komura, T., & Wang, W. (2022). “Progressively-connected light field network for efficient view synthesis”. **Status:** Accepted by the journal *Computers & Graphics*.  
*ArXiv link:* <https://arxiv.org/abs/2207.04465>  
*Synopsis:* We develop a Progressively-connected Light Field network for the novel view synthesis of complex forward-facing scenes which is able to achieve significantly better rendering quality than the vanilla neural light fields and comparable results to NeRF-like rendering methods
5. Yang, L., Liang, Y., Li, X., Zhang, C., **Lin, G.**, Sheffer, A., ... & Wang, W. (2023). “Neural parametric surfaces for shape modeling”. *ArXiv preprint*.  
*ArXiv link:* <https://arxiv.org/abs/2309.09911>  
*Synopsis:* We propose the first piecewise neural surface representation that allows coarse patch layouts of arbitrary n-sided surface patches to model complex surface geometries with high precision, offering greater flexibility over traditional parametric surface.

## RESEARCH EXPERIENCES

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### Computer Graphics and Visualization Lab at HKU

July 2022 - Present

- **Advisor:** Prof. Wenping Wang
- **Research Area:** Neural implicit surface representation  
Explore a series of topics in neural implicit representation, aiming at developing versatile, efficient, and feature-preserving representations.

## TEACHING EXPERIENCES

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### Teaching Assistant at HKU

Sept. 2022 - Feb. 2024

- **Courses:** Computer Vision, Java Programming

## AWARDS

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- {2019-2020, 2020-2021, 2021-2022} Scholarship for Pilotage (CHU KOCHEN Honors College Outstanding Students Awards)
- 2020-2021 ZJU First-grade Scholarship
- 2019 Second Class Prize in Mathematics Competition for College Students in Zhejiang Province
- 2022 Honored Graduate of CHU KOCHEN Honors College
- 2022 Honored Graduate of Zhejiang University

## PERSONAL

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- **Languages:** Mandarin (native), English (fluent; TOEFL: 110)
- **Technical Skills:** Python, C++, Unreal Engine4, Substance 3D Painter, Maya, Unity, Zbrush, React
- **Hobbies:** Sketch, Watercolor Painting, Chinese Calligraphy, Latin Dance
- **Extracurricular Activities:** Intern journalist at Qianjiang Evening News, Minister of ZJU Youth Volunteer Association