

INTRODUCTION

I am a PhD student in Vision and Graphics Lab at Institute for Creative Technologies (ICT), an affiliated institution of University of Southern California. My research area includes interdisciplinary area of Computer Vision and Computer Graphics. My focus is on human performance capturing and neural rendering in particular.

EDUCATION

- **University of Southern California (USC)** Los Angeles, CA
Doctorate (PhD) in Computer Science; GPA: 3.87 May 2024
- **University of Southern California (USC)** Los Angeles, CA
Master of Science (M.S.) in Data Science; GPA: 3.87 May 2021
- **Rensselaer Polytechnic Institute (RPI)** Troy, NY
Bachelor of Science (B.S.) in Computer Science and Electrical Engineering (dual major); GPA: 3.95 May 2019
 - **Honor:** Dean's Honor List (2015-2018), Distinguished Student

PATENT & PUBLICATIONS

- **Systems and Methods for Physically-based Neural Face Shader via Volumetric Lightmaps**
U.S. Provisional Application Serial No. 63/183,497
- **2021-185. Topologically Consistent Multi-View Face Inference Using Volumetric Sampling**
NP REF: 065715-000125US00

RELATED RESEARCH & PROJECTS

- **High Resolution Relightable Volumetric Capturing of Humans** Los Angeles, CA
Research project January 2022 — present
- **MVS-PERF: Multiview SMPL-X and Clothes Performance Capture using NeRF** Los Angeles, CA
Internship project May 2021 — December 2021
- **FaceReal: Physically-based Neural Face Shader via Volumetric Lightmaps** Los Angeles, CA
Research project October 2020 — May 2022
- **3D Scene Segmentation and Reconstruction** Los Angeles, CA
Research project May 2020 — October 2020
- **3D Stitching and Reconstruction** Los Angeles, CA
Research project September 2019 — March 2020
- **Food Method GAN** Los Angeles, CA
Course project September 2019 — December 2019
- **Water Freezing Simulation** Los Angeles, CA
Course project November 2019 — December 2019
- **VR Acquisition & Application Development for School of Engineering Research** Troy, NY
Undergraduate Researcher January 2018 — Spring 2019

RECENT RELATED COURSES

- **Differential Geometry** 2022 Spring
- **Numerical Analysis** 2022 Spring
- **Advanced Computer Vision** 2020 Fall
- **Deep Learning and its Applications** 2019 Fall
- **3-D Graphics and Rendering** 2019 Fall
- **Machine Learning From Data** 2018 Fall
- **Digital Signal Processing** 2018 Fall

SKILLS

- **Programming Languages:** Python, C++, C, Matlab, LaTeX, HTML
- **Software:** Blender, Autodesk Maya, OpenCV, PyTorch, Tensorflow, Meshlab, SteamVR, MS Office
- **Hardware:** Arduino, AutoCAD, PSpice
- **OS:** Windows, Linux, Mac OS

WORK EXPERIENCE

- **Teaching Assistant**
Introduction to Artificial Intelligence Los Angeles, CA
January 2022 — May 2023
- **Teaching Assistant**
Discrete Methods in Computer Science Los Angeles, CA
September 2022 — December 2022
- **Intern Researcher**
Sony R&D Center San Jose, CA
May 2021 — December 2021
- **Teaching Assistant**
Data Structures and Object Oriented Design Los Angeles, CA
January 2021 — December 2021
- **Teaching Assistant**
Laboratory Introduction to Embedded Control Troy, NY
September 2016 — May 2019

LANGUAGES

- **Chinese (Mandarin)**
5 - Native fluency
- **English**
5 - Bilingual fluency