Mengqi Peng

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Education

HKU(The University of Hong Kong)   *Hong Kong*

PhD student, Department of Computer Science   *Sep/2015 - Now*

- Advisor: Dr. Li-Yi Wei
- I have broad interests in Computer Graphics and HCI, my current research focuses mainly on VR content creation including developing UI and algorithms for VR painting and VR modeling, and workflow-assisted content creation for traditional content creation, including 2D sketching, hand-drawn animation and 3D sculpting.

SYSU(Sun Yat-sen University)   *Guangzhou, China*

B.S. in Computer Science and Technology   *Sep/2011 - July/2015*

- My undergraduate research focuses on Evolutionary Computation.

Research

PhD candidate

Graphics and Vision Group   *2018*

- Mengqi Peng, Jun Xing, and Li-Yi Wei, Autocomplete 3D Sculpting, SIGGRAPH 2018 (ACM Transactions on Graphics), YouTube video: https://www.youtube.com/watch?v=wcQy42XWTnA, and featured at several media including 3dnchu: http://3dnchu.com/archives/autocomplete-3d-sculpting/

PhD candidate

Graphics and Vision Group   *2017*

- Mengqi Peng, Jun Xing, and Li-Yi Wei, Autocomplete 3D Sculpting, arXiv preprint arXiv:1703.10405, which is selected to be one of the weekly 'Best of the Physics arXiv of MIT' Technology Review: https://www.technologyreview.com/s/604113/the-best-of-the-physics-arxiv-week-ending-april-8-2017/

Undergraduate

Key Laboratory of Machine Intelligence and Advanced Computing   *2014*

- Mengqi Peng, Yuejiao Gong, Jingjing Li, and Yingbiao Lin, Multi-swarm particle swarm optimization with multiple learning strategies. Proceedings of the Companion Publication of the Annual Conference on Genetic and Evolutionary Computation, ACM.

Experience

Adobe Research   *San Francisco, U.S.*

Research Intern   *July/2018 - October/2018*

- VR content creation algorithm and UI design

Adobe Research   *Seattle, U.S.*

Research Intern   *Sept/2017 - December/2017*

- Data-driven sketch-based 2D facial animations

ZWCAD Software   *Guangzhou, China*

R&D Summer Intern   *June/2015 - August/2015*

- Mesh segmentation for 3D CAD models

The University of Hong Kong   *Hong Kong*

Research Summer Intern   *July/2014-August/2014*

- Voronoi fracture simulation

Skills

Programming	C/C++, Vim, LaTeX, Git, SVN
Design	ZBrush, Quill, TiltBrush, Inkscape, Camtasia, Blender
Languages	English, Chinese, Cantonese, Hakka

Teaching

Spring 2018	TA of HKU CS-2396, Object-Oriented Programming and Java
Autumn 2016	TA of HKU CS-3314, Machine Learning
Autumn 2015	TA of HKU CS-1117, Computer Programming

Honors

2018	Travel Grant, Google GHC Travel Grants
2018	Conference Grant, HKU Conference Support for Research Postgraduate Students
2015-2019	Scholarship, HKU Postgraduate Scholarship
2015	Outstanding Undergraduate, Sun Yat-sen University
2014	First Prize, Mathematical Contest in Modeling (MCM)
2014	Scholarship, Google Anita Borg Scholarship
2011-2014	Scholarship, Sun Yat-sen University first-class scholarship