Mengqi Peng

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Education

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

PHD STUDENT, DEPARTMENT OF COMPUTER SCIENCE   *Sep/2015 - June/2020 (expected)*

- Advisor: Dr. Li-Yi Wei
- I have broad interests in Computer Graphics and Human Computer Interactions. My research mainly focuses on interactive/real-time 3D modeling. I design and develop novel algorithms and UI features to help various modeling tasks, including traditional wacom-based Zbrush-like sculpting/modeling, immersive VR Medium/Quill-like sculpting/painting, and sculpting animations. I am also interested in doing projects to combine computer graphics and deep learning.

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   *2019*

- Mengqi Peng, Workflow-assisted Digital Sculpting, SIGGRAPH 2019 Doctoral Consortium, 8 students are accepted each year

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 Jose, U.S.*

RESEARCH INTERN   *July/2019 - October/2019*

- 3D Animations

Adobe Research   *San Francisco, U.S.*

RESEARCH INTERN   *July/2018 - October/2018*

- Algorithm for VR modeling

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, Medium, Inkscape, Camtasia, Blender
Languages	English, Chinese, Cantonese, Hakka

Teaching

Spring 2019	TA of HKU CS-2396, Object-Oriented Programming and Java
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

2019	SIGGRAPH Doctoral Consortium Full Conference Award, ACM SIGGRAPH
2019	Conference Grant, HKU Conference Support for Research Postgraduate Students
2018	Travel Grant, Google GHC Travel Grants
2018	Conference Grant, HKU Conference Support for Research Postgraduate Students
2015-2020	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