

Qing Xia (夏 清)

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<http://hsiatsing.github.io/>



EDUCATION

Ph.D., Computer Application Technology
State Key Laboratory of Virtual Reality Technology and Systems
School of Computer Science and Engineering, Beihang University

Sept. 2012 - Now
Beijing, China

Ph.D., Computer Science
School of Advanced Engineering, Beihang University
An elite program, only 3 in CS

Sept. 2012 - Now
Beijing, China

B.E., Computer Science
School of Computer Science and Engineering, Beihang University
Recommended to the Ph.D. program without exams, top 10%

Sept. 2008 - Jun. 2012
Beijing, China

PROFESSIONAL SKILLS

- Experienced in programing with C/C++, Matlab, Python, etc.
- Expert in computer graphics and OpenGL, GLSL, etc.
- Expert in geometry processing and shape analysis, especially in shape descriptors and deformations
- Familiar with parallel computing and skillful at using CUDA and OpenMP
- Familiar with machine learning techniques, such as SVM, decision trees, neural networks, etc.
- Experienced in implementing algorithms based on research papers and academic writing

AWARDS & HONORS

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| ■ Excellent New Student Award | Sept. 2008 |
| ■ Excellent Student Award | Sept. 2009 |
| ■ Outstanding Graduate Award | Jun. 2012 |
| ■ National Scholarship for Postgraduates | Oct. 2016 |

PUBLICATIONS

Conference

- **Q. Xia**, S. Li, H. Qin and A. Hao. Modal Space Subdivision for Physically-plausible 4D Shape Sequence Completion from Sparse Samples. The 23rd Pacific Conference on Computer Graphics and Applications. 2015.
- L. Yang, S. Li, **Q. Xia**, A. Hao and H. Qin. A Novel Analysis-and-Simulation Approach for Detail Enhancement in FLIP Fluid Interaction. The 21st ACM Symposium on Virtual Reality Software and Technology. 2015.

Journal

- S. Li, **Q. Xia**, A. Hao, H. Qin and Q. Zhao. Haptics-Equipped Interactive PCI Simulation for Patient-Specific Surgery Training and Rehearsing. SCIENCE CHINA Information Sciences, 2016, accepted.
- Y. Qiu, L. Yang, S. Li, **Q. Xia**, H. Qin and A. Hao. Novel Fluid Detail Enhancement based on Multi-Layer Depth Regression Analysis and FLIP Fluid Simulation. Computer Animation and Virtual Worlds, 2016, accepted.
- **Q. Xia**, S. Li, H. Qin and A. Hao. Automatic Extraction of Generic Focal Features on 3D Shapes via Random Forest Regression Analysis of Geodesics-in-Heat. Computer Aided Geometric Design, 49: 31-43, December, 2016.