**Qing Xia (夏 清)**

No. 37, Xueyuan Road, Haidian District, Beijing, 100191

(+86) 186-0192-0416

[neijiangxiaqing@gmail.com](mailto:neijiangxiaqing@gmail.com), <http://hsiatsing.github.io/>

**EDUCATION**

Ph.D., Computer Application Technology Sept. 2012 - Now

Advisor: Prof. Aimin Hao (Beihang) and Prof. Hong Qin (Stony Brook University) Beijing, China State Key Laboratory of Virtual Reality Technology and Systems

School of Computer Science and Engineering, Beihang University

Ph.D. (Honorary), Computer Science Sept. 2012 - Now

School of Advanced Engineering, Beihang University Beijing, China

An elite program, selected from candidates (around 25) in different majors, only 3 in CS

B.S., Computer Science Sept. 2008 - Jun. 2012

School of Computer Science and Engineering, Beihang University Beijing, China

Recommended to the Ph.D. program without exams, top 10%

**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**

* Excellent New Student Award (Top 400 in NCEE in Sichuan) Sept. 2008
* Outstanding Graduate Award (Outstanding at Beihang) Jun. 2012
* National Graduate Scholarship (3rd place of doctoral students in SCSE at Beihang) Oct. 2016
* Excellent Foundation of BUAA for PhD students (Only 3 in CS) May 2017
* Outstanding Academic Paper Award (JCR Q1 paper) Apr. 2018

**PROGRAM EXPERIENCE**

* Visual Model and Environment Construction and Its Dynamic Simulation Jan. 2016 – now

PI: Prof. Hong Qin

Duty: 3D model analysis and processing and support other multi-source data applications related 3D models

* Data Modeling and Interactive Virtual Surgery of Digital Human Organs Jan. 2012 - Dec. 2016

PI: Prof. Qinping Zhao and Prof. Aimin Hao

Duty: Develop virtual surgery prototype system and other related techniques

**ACADEMIC ACTIVITIES**

* Attended SIGGRAPH Asia in Shenzhen, China Dec. 2014
* Made an oral presentation on PG in Beijing, China Oct. 2015
* Made an oral presentation on VRST in Beijing, China Nov. 2015
* Made an oral presentation (CAGD paper) on GMP in San Antonio, USA Apr. 2016
* Made an oral presentation (PCI simulator) on SIGGRAPH Asia in Macau, China Dec. 2016

**MAIN PROJECTS**

* Real-time simulation and rendering of fluid

SPH, approximate surface as smoothed depth of particles, add sprays/foams according temporal-spatial analysis.

* Percutaneous Coronary Intervention (PCI) virtual surgery simulator

A PCI simulator including tissue deformation, catheter and wire simulation, X-ray simulation, haptic feedback, etc.

* Automatic extraction of 3D focal features

Predict focal features via connections between local features and the distances to focal features using random forest.

* Fast 3D shape interpolation in modal space

Bring modal analysis into 3D shape interpolation to restrict solutions in modal space and improve efficiency a lot.

* Spline fitting in shape space

Fit a hyper-curve in feature space to obtain a smooth sequence of 3D shape in Euclidean space.

* Regional descriptor of 3D shape

We use a center point and a distance range to define a local region based on bi-harmonic distance, and describe this region by integration of global shape information, feature structure and 3D shape context.

**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 (Pacific Graphics 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 (VRST 2015).
* Z. Xie, S. Li\*, **Q. Xia** and A. Hao. Kinetic simulation of cardiac motion with patient-specific coronary artery vessels attached for PCI simulator. International Conference on Virtual Reality and Visualization (ICVRV 2017). **Best Paper Award**.
* X. Tan, X. Peng, L. Liu and **Q. Xia**\*. Automatic Human Body Feature Extraction and Size Measurement by Random Forest Regression Analysis of Geodesics Distance. International Conference on Virtual Reality and Visualization (ICVRV 2017).
* C. Chen, **Q. Xia**, S. Li\*, A. Hao and H. Qin. High-fidelity Compression of Dynamic Meshes with Fine Details using Piece-wise Manifold Harmonic Bases. Computer Graphics International (CGI 2018).

**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) 59: 103101.
* **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.
* 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, 2017, 28(5).
* S. Li, Z. Xie, **Q. Xia**, A. Hao\* and H. Qin. Hybrid 4D Cardiovascular Modeling based on Patient-Specific Clinical Images for Real-time PCI Surgery Simulation. Graphical Models, to appear.
* X. Tan, X. Peng, L. Liu and **Q. Xia**\*. Automatic Human Body Feature Extraction and Personal Size Measurement. Journal of Visual Languages and Computing, to appear.
* **Q. Xia**, C. Chen, S. Li\*, A. Hao and H. Qin. Fast 4D Shape Sequence Completion from Sparse Samples via Spline Fitting in Linear Rotation Invariant Space. Computer Aided Design. (Under review)
* **Q. Xia**, S. Li\*, H. Qin and A. Hao. A Regional Descriptor for Partial Shape Retrieval Integrated with Intra-structure of Features and 3D Shape Context. TVCG. (In preparation)