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**EDUCATION**

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**Soochow University**, B.Eng. Software Engineering


September 2015 – June 2021

- GPA 3.7/4 (88/100), rank 6/65 (9.2%), with Outstanding Thesis Honor (top 5%).

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**PROJECT**

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**Style2Paints** (github.com/llyasviel/style2paints) Star 14,313 · Watch 558 · Fork 1814

- Developed a line drawing coloring and shading software that not only add colors to line drawings but also generate color gradients and textures.

**PaintingLight** (github.com/llyasviel/PaintingLight) Star 557 · Watch 18 · Fork 89

- Investigated how artists add illumination and lighting effects to their artworks, and how we can simulate this procedure to assist such workflow.

**DanbooRegion** (github.com/llyasviel/DanbooRegion) Star 229 · Watch 11 · Fork 24

- Presented an image region (super-pixel) segmentation dataset for artworks and illustrations.

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**EXPERIENCE**

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**Style2Paints Research**, Founder

June 2018 – Present

- Founded the Style2Paints Research (<https://llyasviel.github.io/Style2PaintsResearch>), a non-commercial research group aimed at improving techniques for digital painting, illustration, content creation, cartoon processing, *etc.*

**The Chinese University of Hong Kong**, Research Assistance

October 2021 – Present

- Conducted computer graphic researches in computational art and design, animation, image/video processing, *etc.*

**Preferred Networks Inc.**, Algorithm Service

November 2017 – November 2018

- Signed an agreement of cooperation services with Toru Nishikawa, the President and CEO of Preferred Networks Inc., for a line drawing coloring APP “PaintsChainer” or called “Petalica Paint” (<https://petalica-paint.pixiv.dev>), collaborated with **Pixiv Inc.**.

**Medical College of Soochow University**, Transfer Program

September 2015 – June 2016

- Spent two semesters in clinical medicine techniques, *e.g.*, Cell Biology, Systematic Anatomy, Organic Chemistry, *etc.*

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**PUBLICATION**

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SIGGRAPH/SIGGRAPHASIA/TOG:

**Lvmin Zhang**, Edgar Simo-Serra, Yi Ji, and Chunping Liu. “Generating Digital Painting Lighting Effects via RGB-space Geometry”. ACM Transactions on Graphics (Presented in SIGGRAPH 2020), 39-2, January 2020.**Lvmin Zhang**, Chengze Li, Tien-tsin Wong, Yi Ji, and Chunping Liu. “Two-stage Sketch Colorization”. ACM Transactions on Graphics (SIGGRAPH ASIA 2018), 37-6, June 2018.

CVPR/ICCV/ECCV:

**Lvmin Zhang**, Jinyue Jiang, Yi Ji, and Chunping Liu. “SmartShadow: Artistic Shadow Drawing Tool for Line Drawings”. International Conference on Computer Vision (ICCV), Dec 2021. (Oral, 3%)**Lvmin Zhang**, Chengze Li, Edgar Simo-Serra, Yi Ji, Tien-Tsin Wong, and Chunping Liu. “User-Guided Line Art Flat Filling with Split Filling Mechanism”. IEEE Conference on Computer Vision and Pattern Recognition (CVPR), June 2021.**Lvmin Zhang**, Xinrui Wang, Qingnan Fan, Yi Ji, and Chunping Liu. “Generating Manga from Illustrations via Mimicking Manga Creation Workflow”. IEEE Conference on Computer Vision and Pattern Recognition (CVPR), June 2021.**Lvmin Zhang**, Yi Ji, and Chunping Liu. “DanbooRegion: An Illustration Region Dataset”. European Conference on Computer Vision (ECCV), May 2020.**Lvmin Zhang**, Chengze Li, Yi Ji, Chunping Liu, and Tien-tsin Wong. “Erasing Appearance Preservation in Optimization-based Smoothing”. European Conference on Computer Vision (ECCV), May 2020. (Spotlight, 5%)

Other:

**Lvmin Zhang**, and Chengze Li. “Screenshots from Screen Photography”. In Special Interest Group on Computer Graphics and Interactive Techniques Conference Posters (SIGGRAPH '21 Posters), August 2021.**Lvmin Zhang**, Yi Ji and Chunping Liu. “Style Transfer for Anime Sketches with Enhanced Residual U-net and Auxiliary Classifier GAN”. Asia Conference on Pattern Recognition (ACPR), June 2017.

(the most cited paper of ACPR 2017)

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**PROFESSIONAL ACTIVITY**

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Conference reviewer: SIGGRAPH 2019 – 2020, SIGGRAPH Asia 2019 – 2020, *etc.*Journal referee: IEEE TVCG 2019 – 2021, ACM CAVW 2019 – 2021, *etc.*

Teaching assistance: Soochow University COMS3010 Advanced Database Techniques 2017.