# LIN HUANG

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#### **EDUCATION**

#### State University of New York at Buffalo, Buffalo, USA

Jan. 2019 - Aug. 2023

Doctorate of Philosophy in Computer Science and Engineering

- Advisor: Prof. Junsong Yuan

#### University of Southern California, Los Angeles, USA

Jan. 2017 - Dec. 2018

Master of Science in Electrical Engineering

GPA: 4.0/4.0

- Masters Students Honors Fellow

## Lanzhou University, Lanzhou, China

Sep. 2012 - Jun. 2016

Bachelor of Engineering in Electronic Information Science and Technology

GPA: 4.57/5.00

- Outstanding Bachelor Thesis: Blind Per Tone Equalization Using Support Vector Machine for OFDM

#### RESEARCH INTERESTS

Human-centric Motion Perception/Analysis/Generation, Character Animation, Animatable Avatar, 6-DoF Object Pose Estimation, and 3D Reconstruction

#### WORK EXPERIENCE

#### NetEase Games, Seattle, WA, USA

Oct. 2023 - Present

AI Engineer

#### Microsoft Azure AI, Redmond, WA, USA

May. 2022 - Aug. 2022

Research Intern

- Supervisor: Dr. Chung-Ching Lin, Dr. Kevin Lin, Dr. Lin Liang, Dr. Lijuan Wang, Dr. Zicheng Liu
- 3D Hand Pose Estimation (**NVF**[**CVPR'23**]): Proposed the first 3D implicit representation-based unified solution to estimate camera-space 3D hand pose and noticeably outperforms existing methods for both absolute and relative hand pose estimation.

#### Reality Labs at Meta, Redmond, WA, USA

Dec. 2021 - Apr. 2022

Part-Time Student Researcher

- Supervisor: Dr. Tomas Hodan
- Interaction Tracking (NCF[ECCV'22]): Proposed the first formulation using 3D implicit representation for 6D rigid object pose estimation given a single RGB image and noticeably outperforms existing methods especially in challenging cases with occlusion.

#### Reality Labs at Meta, Redmond, WA, USA

Aug. 2021 - Dec. 2021

Research Intern

- Supervisor: Dr. Tomas Hodan
- Interaction Tracking

### Y-tech Lab at Kwai, Seattle, WA, USA

May. 2020 - Aug. 2020

Research Intern

- Supervisor: Dr. Jianchao Tan, Dr. Ji Liu
- 3D Pose Estimation (Hand-Transformer[ECCV'20], HOT-Net[MM'20]): Proposed the very first models to connect the structured hand(-object) pose estimation tasks with the Transformer-based transduction frameworks in the NLP field.

# SELECTED PUBLICATIONS (GOOGLE SCHOLAR)

1. **Lin Huang**, Chung-Ching Lin, Kevin Lin, Lin Liang, Lijuan Wang, Junsong Yuan, and Zicheng Liu

Neural Voting Field for Camera-Space 3D Hand Pose Estimation IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR) 2023, Vancouver [Project][Paper][Suppl.][arXiv][Code][Video]

2. Jiyang Li, **Lin Huang**, Siddharth Shah, Sean J Jones, Yincheng Jin, Dingran Wang, Adam Russell, Seokmin Choi, Yang Gao, Junsong Yuan, and Zhanpeng Jin

SignRing: Continuous American Sign Language Recognition Using IMU Rings and Virtual IMU Data

ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies ( $\mathbf{IMWUT}$ ) 2023 [Paper]

- 3. Lin Huang, Tomas Hodan, Lingni Ma, Linguang Zhang, Luan Tran, Christopher Twigg, Po-Chen Wu, Junsong Yuan, Cem Keskin, and Robert Wang
  Neural Correspondence Field for Object Pose Estimation
  European Conference on Computer Vision (ECCV) 2022, Tel-Aviv
  [Project][Paper][arXiv][Code]
- 4. Lin Huang\*, Boshen Zhang\*, Zhilin Guo\*, Yang Xiao, Zhiguo Cao, and Junsong Yuan Survey on Depth and RGB Image-based 3D Hand Shape and Pose Estimation Virtual Reality and Intelligent Hardware (VRIH) 2021
  [Paper]
- Lin Huang, Jianchao Tan, Jingjing Meng, Ji Liu, and Junsong Yuan HOT-Net: Non-Autoregressive Transformer for 3D Hand-Object Pose Estimation ACM International Conference on Multimedia (ACM MM) 2020, Seattle [Paper][Video]
- 6. Lin Huang, Jianchao Tan, Ji Liu, and Junsong Yuan
  Hand-Transformer: Non-Autoregressive Structured Modeling for 3D Hand Pose Estimation
  European Conference on Computer Vision (ECCV) 2020, Glasgow
  [Paper][Video]
- 7. Yujun Cai, Lin Huang, Yiwei Wang, Tat-Jen Cham, Jianfei Cai, Junsong Yuan, Jun Liu, Xu Yang, Yiheng Zhu, Xiaohui Shen, Ding Liu, Jing Liu, and Nadia Magnenat Thalmann Learning Progressive Joint Propagation for Human Motion Prediction European Conference on Computer Vision (ECCV) 2020, Glasgow [Paper]

#### PROFESSIONAL SERVICES

Conference Reviewer	
- IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)	2021'22'23'24
- European Conference on Computer Vision (ECCV)	2022'24
- International Conference on Computer Vision (ICCV)	2021'23
- ACM MULTIMEDIA (ACM MM)	2024'25
- IEEE/CVF Winter Conference on Applications of Computer Vision (WACV)	2024'25
- IEEE International Conference on Image Processing (ICIP)	2022'23'24'25
- International Conference on Pattern Recognition (ICPR)	2024
- Asian Conference on Pattern Recognition (ACPR)	2025
- IEEE World Forum on Internet of Things (WF-IOT)	2020

#### Journal Reviewer

- IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI)
- IEEE Transactions on Image Processing (TIP)
- International Journal of Computer Vision (IJCV)
- IEEE Transactions on Circuits and Systems for Video Technology (TCSVT)
- IEEE Transactions on Instrumentation Measurement (TIM)
- The Visual Computer (TVCJ)
- Journal of Visual Communication and Image Representation (JVCI)
- Machine Vision and Applications (MVAP)
- Signal Processing: Image Communication (SPIC)

#### **TEACHING**

Teaching Assistant, State University of New York at Buffalo	
- CSE531: Analysis of Algorithms I	Spring 2023
- CSE191: Introduction to Discrete Structures	Spring 2021
- CSE555: Introduction to Pattern Recognition	Fall 2020
- CSE587: Data Intensive Computing	Spring 2020

#### **CONTESTS**

# National Undergraduate Electronic Design Contest, China Group Leader - Wireless Video Communication Network

Summer 2015

- The Second Prize of National Undergraduate Electronic Design Contest

#### **HONORS & AWARDS**

Masters Students Honors Fellow, USC Viterbi School of Engineering	2018
Outstanding Graduate, Lanzhou University	2016
Pacemaker to Merit Student, Lanzhou University	2013'14
First-class Scholarship, Lanzhou University	2014
Second-class Scholarship, Lanzhou University	2012'13