# Yujian Zheng (郑玉健)

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# **EDUCATION**

**Bachelor, Software Engineering** 

GPA:3.3/4.0

2014.9-present

School of Computer Science and Technology, Harbin Institute of Technology, Weihai

# **RESEARCH INTEREST**

My research focuses on geometric modeling and computer aided design. Specifically, I am interested in developable surface construction. And I am also keen on 3D reconstruction and printing.

#### **PUBLICATIONS**

**Zheng Y J**, Bo P B. Quasi-developable Surface Construction Based on Boundary Curve and its Application in Ship Hull Design (in Chinese). J Comput-Aid Desig Comput Graph (Accepted) Piao D S, **Zheng Y J**, Bo P B. Volume Rendering with Adaptive Local Feature Enhancement (in Chinese). CSIAM Geometric Design and Computing of China, Yantai, 2017 Bo P B, Wang Z, Zhang C M, **Zheng Y J**. Developable Surface Reconstruction from Noisy Data with LO-norm Minimization (in Chinese). Sci Sin Inform, 2017, 47(4): 401-415

### RESEARCH EXPERIENCE

## Developable Surface Construction between Two Boundaries 2016.12-present

The subject is aimed to find a robust method which can construct a quasi-developable surface between two boundaries using several specific numerical optimization techniques. The phased results have been applied in ship hull design, which have been accepted by J Comput-Aid Desig Comput Graph.

Volume Rendering 2016.11-2017.5

GDC 2017

Our work is an optimization of Volume Illustration which is a well-known method in volume rendering based on non-photorealistic rendering.

Developable Surface Reconstruction from Noisy Data 2016.5-2016.11

China CAD&CG 2016

We present an innovative method for Developable Surface Reconstruction from Noisy Data. In this work, I implement an optimization approach to smooth normal vector field of given model via LO-norm minimization.

# **PROFESSIONAL SKILLS**

Programming Languages: C, C++, Java

Libraries and Tools: HLBFGS, OpenGL, OpenMesh, GeometricTools(Curve and Surface)

**AWARDS**