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

RESEARCH INTEREST

My current research focuses on geometric modeling and computer-aided design. And I am now working on computer-aided ship hull design with developable surfaces. I also have broad interests in 3D animation and virtual reality.

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 L0-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 L0-norm minimization.

PROFESSIONAL SKILLS

Programming Languages: C, C++, Java
Libraries and Tools: HLBFGS, OpenGL, OpenMesh, GeometricTools(Curve and Surface)

AWARDS

National Inspirational Scholarship, Ministry of Education, P.R.China **2016**