

**Yujian ZHENG 郑玉健**

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<https://paulyzheng.github.io/about>

## EDUCATION

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**Bachelor, Software Engineering** **2014.9-2018.06**

Harbin Institute of Technology(HIT), Weihai, School of Computer Science and Technology

## EXPERIENCES

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**Research Assistant** **2019.3-present**

GAP Lab, The Chinese University of Hong Kong, Shenzhen, with *Prof. Xiaoguang HAN*

**Research Assistant** **2018.7-2019.1**

Visual Computing and Machine Intelligence Research Center, HIT, with *Prof. Pengbo BO*

**Undergraduate Research Assistant** **2016.4-2018.6**

Visual Computing and Machine Intelligence Research Center, HIT, with *Prof. Pengbo BO*

## RESEARCH INTERESTS

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My current research focuses on 3D reconstruction with data-driven methods. I also have broad interests in computer graphics, computer vision and computational geometry.

## PUBLICATIONS

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[5] Bo P B, **Zheng Y J**, Zhang C M. Smooth quasi-developable surfaces bounded by smooth curves. arXiv preprint arXiv:1905.07518, 2019

[4] Bo P B, **Zheng Y J**, Jia X H, Zhang C M. Multi-strip smooth developable surfaces from sparse design curves. *Computer-Aided Design*, 2019(Proceedings of SPM 2019)

[3] Zhang X Q, Bo P B, **Zheng Y J**, Zhang C M. Cone Spline Surface Fitting (in Chinese). *Journal of Computer-Aided Design and Computer Graphics*, 2019

[2] **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*, 2018

[1] Bo P B, Wang Z, Zhang C M, **Zheng Y J**. Developable Surface Reconstruction from Noisy Data with L0-norm Minimization (in Chinese). *SCIENTIA SINICA Informationis*, 2017

## PROFESSIONAL SKILLS

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**Programming Languages:** C/C++, Python, Java

**Libraries and Tools:** HLBFGS, OpenGL, OpenMesh, GeometricTools

## AWARDS

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**Excellent Student, HIT** **2017**

**National Aspiration Scholarship, Ministry of Education, China** **2016**