Yujian Zheng (郑玉健)

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EDUCATION

Bachelor, Software Engineering **GPA:3.3/4.0** **2014.9-present**
Harbin Institute of Technology, Weihai, School of Computer Science and Technology

RESEARCH INTEREST

I am focused on the research of geometric modeling and computer aided geometric design. In particular, I am interested in developable surface construction. And I also have a strong interest in micro-expression recognition and analysis in 3D scene.

PUBLICATIONS

Zheng Y J, Bo P B. Quasi-developable Surface Construction Based on Boundary Curve and its Application in Ship Hull Design(in Chinese). GDC 2017.
Lin D S, **Zheng Y J**, Bo P B. Volume Rendering with Adaptive Local Feature Enhancement(in Chinese). GDC 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, doi: 10.1360/N112016-00179

RESEARCH EXPERIENCE

Developable surface construction between two boundaries **2016.12-present**
The goal is to find a robust method which can construct a quasi-developable surface between two boundaries using some numerical optimization techniques. So far, the phased results have been applied in ship hull design, which has been accepted by *GDC 2017.*

Volume Rendering **2016.11-2017.5**
GDC 2017
A new method is proposed for rendering volumetric data with adaptive local feature enhancement. So far, it has been applied in some medical data.

Developable surface reconstruction from noisy data **2016.5-2016.11**
China CAD&CG 2016
We present a novel method for developable surface reconstruction from noisy model. 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**