

# Rui Xu

He/His/Him

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## SUMMARY

I am a second-year master student at the Interdisciplinary Research Center (IRC) of Shandong University, under the supervision of **Prof. Changhe Tu** and **Prof. Shiqing Xin**. My research interest is computer graphics, geometry, and reconstruction.

I'm actively seeking Ph.D. position starting in the Fall of 2024.

## EDUCATION

### •Shandong University

*M.Eng in Computer Science*

2021 - 2024

Shandong, China

### •Shandong University

*B.Eng in Computer Science*

2017 - 2021

Shandong, China

## PUBLICATIONS

### •Globally Consistent Normal Orientation for Point Clouds by Regularizing the Winding-Number Field

*Rui Xu, Zhiyang Dou, Ningna Wang, Shiqing Xin, Shuangmin Chen, Mingyan Jiang, Xiaohu Guo, Wenping Wang, Changhe Tu*

– Submitted to SIGGRAPH 2023 Journal Track

### •RFEPS: Reconstructing Feature-line Equipped Polygonal Surface

*Rui Xu, Zixiong Wang, Zhiyang Dou, Chen Zong, Shiqing Xin, Mingyan Jiang, Tao Ju, Changhe Tu*

– ACM Transactions on Graphics (SIGGRAPH Asia 2022)

### •SurfaceVoronoi: Efficiently Computing Voronoi Diagrams over Mesh Surfaces with Arbitrary Distance Solvers

*Shiqing Xin, Pengfei Wang, Rui Xu, Dongming Yan, Shuangmin Chen, Wenping Wang, Caiming Zhang, Changhe Tu*

– ACM Transactions on Graphics (SIGGRAPH Asia 2022)

### •Coverage Axis: Inner Point Selection for 3D Shape Skeletonization

*Zhiyang Dou, Cheng Lin, Rui Xu, Lei Yang, Shiqing Xin, Taku Komura, Wenping Wang*

– Computer Graphics Forum (Eurographics 2022)

### •EasyVRModeling: Easily Create 3D Models by an Immersive VR System

*Zhiying Fu, Rui Xu, Shiqing Xin, Shuangmin Chen, Changhe Tu, Chenglei Yang, Lin Lu*

– ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (i3D 2022)

### •Top-Down Shape Abstraction Based on Greedy Pole Selection

*Zhiyang Dou, Shiqing Xin, Rui Xu, Jian Xu, Yuanfeng Zhou, Shuangmin Chen, Wenping Wang, Xiuyang Zhao, Changhe Tu*

– IEEE Transactions on Visualization and Computer Graphics (TVCG 2020)

## EXPERIENCE

### •Tencent Intern

*Research in Geometry Modeling.*

Sep 2022 - Dec 2022

Shenzhen, China

### •Alibaba Intern

*Algorithm Engineer for Digital Twin with Unreal Development.*

May 2020 - Sep 2020

Hangzhou, China

## TECHNICAL SKILLS AND INTERESTS

**Languages:** Chinese (native), English

**Tools:** Linux, 3ds MAX, Adobe Photoshop, Unreal4, Unity

**Frameworks:** CGAL, Eigen, Libigl

**Programming Skills:** C/C++, Matlab, Latex, Python

**Hobbies:** Pingpong, badminton

## AWARDS

### •Hisense Scholarship

2022

### •National First Prize - Contemporary Undergraduate Mathematical Contest in Modeling(CUMCM)

2019