Rui Xu

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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**   *2021 - 2024 (Expected)*
  M.Eng in Computer Science   Shandong, China
- **Shandong University**   *2017 - 2021*
  B.Eng in Computer Science   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
  – SIGGRAPH 2023 Journal Track Conditionally Accepted **[Project Page] [Code]**

- **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) **[Project Page] [Code]**

- **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) **[Code]**

- **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) **[Project Page] [Code]**

- **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**   *Sep 2022 - Dec 2022*
  Research in Geometry Modeling.   Shenzhen, China
- **Alibaba Intern**   *May 2020 - Sep 2020*
  Algorithm Engineer for Digital Twin with Unreal Development.   Hangzhou, China

TECHNICAL SKILLS AND INTERESTS

Languages: Chinese (Native), English (Fluent)
Tools: Linux, 3ds Max, Photoshop, Premiere, Unreal, 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*