

Rui Xu

He/His/Him

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🔍 Google Scholar

🐙 GitHub Profile

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

– 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

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, 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