

MIANLUN ZHENG

CS Department, USC ◇ Los Angeles, CA 90089 USA
◇ mianlunz@usc.edu ◇ Webpage: <https://zhengmianlun.github.io>

EDUCATION

University of Southern California , Los Angeles, USA Ph.D student in Computer Graphics, GPA: 4.0/4.0	<i>August 2018 - Present</i>
Wuhan University , Wuhan, China Master in Computer Science, GPA: 3.81/4.0	<i>September 2015 - June 2018</i>
Wuhan University , Wuhan, China Bachelor in Computer Science, GPA: 3.69/4.0	<i>September 2011 - June 2015</i>

PUBLICATIONS

Mianlun Zheng, Danyong Zhao, Jernej Barbič. **Evaluating the Efficiency of Six-DoF Haptic Rendering-Based Virtual Assembly Training**, IEEE Transactions on Haptics, 2020.

Bohan Wang*, Mianlun Zheng*, Jernej Barbič. **Adjustable Constrained Soft-Tissue Dynamics**, Pacific Graphics 2020 and Computer Graphics Forum, 39(7), 2020. (*equal first authors)

Qianqian Tong, Zhiyong Yuan, Xiangyun Liao, Mianlun Zheng, *et al.* **Magnetic Levitation Haptic Augmentation for Virtual Tissue Stiffness Perception**. IEEE Transactions on Visualization and Computer Graphics, 2018, 24(12): 3123-3136.

Mianlun Zheng, Zhiyong Yuan, Qianqian Tong, *et al.* **A Novel Unconditionally Stable Explicit Integration Method for Finite Element Method**. Visual Computer, 2018, 34(5):721-733.

Mianlun Zheng, Zhiyong Yuan, Weixu Zhu, *et al.* **A Fast Mass Spring Model Solver for High-resolution Elastic Objects**. Simulation: Transactions of the Society for Modeling and Simulation International, 2017, 93(10): 797-807.

Qianqian Tong, Zhiyong Yuan, Mianlun Zheng, Weixu Zhu, *et al.* **A Novel Magnetic Levitation Haptic Device for Augmentation of Tissue Stiffness Perception**. Proceedings of the 22nd ACM Conference on Virtual Reality Software and Technology. ACM, 2016: 143-152.

EXPERIENCE

GILL, Adobe Research <i>Research intern</i>	May 2020 - August 2020 <i>San Jose, US</i>
· Propose a general deep learning model for 3D character's secondary motion.	
Game AI, Tencent America <i>Research intern</i>	May 2019 - August 2019 <i>Los Angeles, US</i>
· Explore to apply deep learning to the Material point method (MPM) for snow simulation.	

AWARDS

USC Provost Fellowship	<i>2018-2022</i>
Wuhan University Scholarship	<i>2017, 2016, 2014, 2013</i>
National Scholarship (China)	<i>2015, 2012</i>
Outstanding Bachelor's Degree Thesis (Hubei Province, China)	<i>2015</i>