

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 *August 2018 - Present*
Ph.D candidate in Computer Graphics, GPA: 4.0/4.0
Advisor: Professor Jernej Barbič

Wuhan University, Wuhan, China *September 2015 - June 2018*
Master in Computer Science, GPA: 3.81/4.0
Advisor: Professor Zhiyong Yuan

Wuhan University, Wuhan, China *September 2011 - June 2015*
Bachelor in Computer Science, GPA: 3.69/4.0

PUBLICATIONS

Mianlun Zheng, Bohan Wang, Jingtao Huang, Jernej Barbič. **Simulation of Hand Anatomy Using Medical Imaging**, accepted by SIGGRAPH Asia 2022.

Shihan Lu, Mianlun Zheng, Matthew C. Fontaine, Stefanos Nikolaidis, Heather Culbertson. **Preference-Driven Texture Modeling Through Interactive Generation and Search**, IEEE Transactions on Haptics, doi: 10.1109/TOH.2022.3173935.

Mianlun Zheng, Yi Zhou, Duygu Ceylan, Jernej Barbič. **A Deep Emulator for Secondary Motion of 3D Characters**, CVPR, 2021. (Oral Presentation)

Mianlun Zheng, Danyong Zhao, Jernej Barbič. **Evaluating the Efficiency of Six-DoF Haptic Rendering-Based Virtual Assembly Training**, IEEE Transactions on Haptics, 2020, 14(1): 212-224.

Bohan Wang*, Mianlun Zheng*, Jernej Barbič. **Adjustable Constrained Soft-Tissue Dynamics**, Pacific Graphics 2020 and Computer Graphics Forum, 39(7), 2020. (*equal first authors) (Best paper award of both PG2020 and PG2021).

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. (Best student paper award).

PATENTS

Interactive Texture Generation and Search System Driven by Human Preference. United States Provisional Patent Application No. 63/184,659, filed 05/06/2021, pending.

Generating Realistic Animations for Digital Animation Characters Utilizing a Generative Adversarial Network and A Hip Motion Prediction Network. US Patent, filed 07/25/2019, pending.

EXPERIENCE

Meta Reality Labs, Pittsburgh, USA *May 2022 - August 2022*
Research intern

Managers: Dr. Breannan Smith and Dr. Javier Romero

Topic: Loose and dynamic clothing tracking

Meta Reality Labs, Remotely, USA *May 2021 - August 2021*
Research intern

Manager: Dr. Tuur Styuck

Topic: Human body and clothing simulation

Adobe Research, Remotely, USA *May 2020 - August 2020*
Research intern

Managers: Dr. Yi Zhou and Dr. Duygu Ceylan

Topic: Physics based animation with machine learning

Tencent America, Los Angeles, USA *May 2019 - August 2019*
Research intern

Managers: Dr. Bo Yang and Dr. Ming Gao

Topic: Material Point Method with machine learning

Haptics based Virtual Surgery Group, Wuhan, China *September 2015 - June 2018*
Research assistant

Supervisor: Professor Zhiyong Yuan

Topic: Deformation simulation and haptics in virtual surgery

TEACHING

CSCI 520 Computer Animation and Simulation *Spring 2022*

CSCI 520 Computer Animation and Simulation *Spring 2021*

CSCI 520 Computer Animation and Simulation *Spring 2020*

CSCI 585 Database Systems *Spring 2019*

REVIEWS

ACM SIGGRAPH/Eurographics *2020*

AWARDS

2022 Meta PhD Research Fellowship finalist *2022*

USC Provost Fellowship *2018-2022*

Wuhan University Scholarship *2017*

National Scholarship (China) *2015*

Outstanding Bachelor's Degree Thesis (Hubei Province, China)	<i>2015</i>
Wuhan University Merit Student	<i>2013</i>
Huang Zhangren Alumni Scholarship	<i>2013</i>
National Scholarship (China)	<i>2012</i>