Andrew Hou

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EDUCATION

08/2019 – 05/2024 Michigan State University

PhD Student in Computer Vision Advisor: Dr. Xiaoming Liu

Research Areas: Face Relighting, Reconstruction, View Synthesis, Shadow Synthesis/Removal

Graduate GPA: 3.95/4.0

09/2014 – 05/2018 *Brown University*

Sc.B. with Honors in Applied Mathematics and Computer Science

Honors Thesis: Light Field Super Resolution Using Convolutional Neural Networks

Advisor: Dr. James Tompkin

GPA: 3.58/4.0 (Major GPA: 3.64/4.0)

08/2013-05/2014 *Clarkson University*

The Clarkson School Early College Entrance Program Major: Electrical Engineering and Computer Science

GPA: 3.79/4.0 (Major GPA: 3.74/4.0)

PUBLICATIONS

- 1. Yaojie Liu*, **Andrew Hou***, Xinyu Huang, Liu Ren, and Xiaoming Liu, "Blind Removal of Facial Foreign Shadows," British Machine Vision Conference (BMVC), 2022. (* denotes equal contribution)
- 2. **Andrew Hou**, Michel Sarkis, Ning Bi, Yiying Tong, and Xiaoming Liu, "Face Relighting with Geometrically Consistent Shadows," IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2022.
- 3. **Andrew Hou**, Ze Zhang, Michel Sarkis, Ning Bi, Yiying Tong, and Xiaoming Liu, "Towards High Fidelity Face Relighting with Realistic Shadows," IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2021.
- 4. Jiaju Huang, Daqing Hou, Stephanie Schuckers, and **Zhenhao Hou**, "Effect of data size on performance of free-text keystroke authentication," IEEE International Conference on Identity, Security and Behavior Analysis (ISBA 2015), Hong Kong, 2015, pp. 1-7.

PROFESSIONAL EXPERIENCE

06/2019 - Present

Computer Vision PhD Student at Michigan State University (Advisor: Dr. Xiaoming Liu)

- PhD student in the Computer Vision Lab advised by Dr. Xiaoming Liu.
- Collaborated with Bosch to create a SoTA model for facial foreign shadow removal/segmentation (paper accepted to BMVC 2022). Also worked on improving monocular 3D object detection.
- Worked on face relighting projects with Qualcomm with an emphasis on hard shadow modeling.
 Two face relighting papers were accepted at CVPR 2021 and CVPR 2022.
- Designed multi-resolution 3DMM-based models for single image 3D face reconstruction.
- Designed multi-resolution deep learning models for single image generic object reconstruction, particularly category agnostic models for multiple object categories.

06/2022 - 08/2022

Research Intern at Bosch (Advisors: Drs. Xinyu Huang, Liu Ren, Yuliang Guo, Ruoyu Wang)

• Worked on improving monocular 3D object detection performance.

06/2021 - 08/2021

Research Intern at Bosch (Advisors: Drs. Xinyu Huang, Liu Ren, and Sharath Gopal)

 Produced a model for facial foreign shadow removal given a single image and managed to achieve SoTA shadow removal/segmentation performance. Our work was accepted at BMVC 2022.

06/2018-05/2019 Vision/Robotics Research Assistant (Advisors: Drs. Stefanie Tellex and James Tompkin)

- Created virtual reality displays constructed from light field images of different scenes to enable robot teleoperation within the scenes.
- Implemented state of the art view synthesis algorithm for light field images: "Soft 3D Reconstruction for View Synthesis" (Penner & Zhang, 2017).
- Wrote Unity shaders for real time view synthesis in VR that follows eye poses from the HTC Vive.

06/2017-05/2018

Computer Vision (Light Fields) Research Assistant (Advisor: Dr. James Tompkin)

- Implemented a fully convolutional network for angular super resolution of sparse light fields.
- Wrote an honors thesis for the project titled *Light Field Super Resolution Using Convolutional Neural Networks*.

06/2016-12/2017

NLP Research Assistant (Advisors: Drs. Eugene Charniak and Chris Tanner)

• Implemented LSTM models in TensorFlow for event coreference resolution.

06/2015-06/2016

Computer Vision/HCI Research Assistant (Advisors: Drs. James Hays and Geoffrey Sun)

• Designed a user interface for a "human-in-the-loop" approach to solving image restoration.

05/2014-08/2014

Keystroke Biometrics Research Assistant (Advisor: Dr. Stephanie Schuckers)

- Investigated the effect of the amount of keystroke data collected from a user on the performance of keystroke authentication algorithms.
- Implemented the "Zone of Acceptance" algorithm for keystroke authentication.
- Presented my work at the SURE Conference at Clarkson University.
- Published results in ISBA 2015.

TECHNICAL SKILLS

- 1. Languages: Python, Matlab, Java, C++, C#, C, R, HTML, CSS, Javascript, JQuery, PHP, Bash, Scala, Racket, OCaml
- 2. Deep Learning Frameworks: PyTorch, TensorFlow
- 3. Experience working with Linux, MacOS, and Windows
- 4. Microsoft Office, LaTeX (Overleaf), Github
- 5. Other skills: Unity (including writing shaders), ROS (including SLAM gmapping)

AWARDS & HONORS

04/2022	Best Poster Award (MSU Engineering Graduate Research Symposium, AI/Big Data Category)
04/2019	University Distinguished Fellowship (20 out of 500 incoming MSU PhD students)
05/2013	Presidential Scholarship (5 out of 80 Clarkson School students)

TEACHING EXPERIENCE

09/2020 - 12/2021	Graduate Computer Vision Assignment Grader for Fall 2020, 2021, and 2022 (MSU, CSE 803)
09/2017 - 12/2018	Deep Learning Teaching Assistant for Fall 2017 and Fall 2018 (Brown, CSCI 1470)
01/2018 - 05/2018	Machine Learning Teaching Assistant (Brown, CSCI 1420)
09/2017 - 12/2017	Computer Vision Teaching Assistant (Brown, CSCI 1430)
06/2017 - 08/2017	Applied Ordinary Differential Equations Teaching Assistant (Brown, APMA 0350)

SERVICES & ACTIVITIES

- 1. Grant proposal editor and assistant for "Physics-driven Modeling and Learning for Person Recognition at a Distance and Altitude", which is a 4 year, \$10.6 million grant from IARPA. Helped produce figures and tables, organize and improve the reference section, and proofread the entire proposal.
- 2. Webmaster for the Computer Vision Lab under Dr. Xiaoming Liu. I update new publications, datasets, and other relevant information at http://cvlab.cse.msu.edu/
- 3. Reviewer for CVPR 2022-2023, BMVC 2022, TIP, PR Letters.

LANGUAGES & ADDITIONAL SKILLS

- 1. (English, Chinese)-Native/Bilingual Proficiency; (Japanese, Spanish, Latin)-Elementary Proficiency
- 2. Effective presenter with strong public speaking and communication skills.