Haibin Huang | @Megvii/Face++

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Education

2014–2017: Ph.D. in Computer Science, University of Massachusetts, Amherst, MA. GPA:3.8/4

2011–2014: M.S. in Computer Science, University of Massachusetts, Amherst, MA. GPA:3.8/4

2009–2011: M.S. in Mathematics, Zhejiang University, Hangzhou, China. GPA:3.7/4

2005–2009: B.S. in Applied Mathematics, Zhejiang University, Hangzhou, China. GPA:3.5/4

Research Experience

Learning and 3D Geometry Processing :

- 3D Shape Generative Networks
- 3D Shape Analysis
- 3D Shape Modeling and Synthesis

Image Processing :

- Perceptual Pattern Learning
- Context-aware Image Editing

Work Experience

Research Scientist @ Megvii/Face++ Research, October 2017-Present

Research Intern @ Autodesk Research, February 2017- August 2017

Research Intern @ Adobe Research, May 2015- August 2015, November 2015- January 2016

Publication

[10] Li Yi, **Haibin Huang**, Difan Liu, Evangelos Kalogerakis, Hao Su, Leonidas Guibas "Deep Part Induction from Articulated Object Pairs", accepted to SIGGRAPH ASIA 2018

[9] Hao Wang, Nadav Schor, Ruizhen Hu, Haibin Huang, Daniel Cohen-Or, Hui Huang "Global-to-Local Generative Model for 3D Shapes ", accepted to SIGGRAPH ASIA 2018

[8] **Haibin Huang**, Evangelos Kalogerakis, Siddhartha Chaudhuri, Duygu Ceylan, Vladimir G. Kim, M. Ersin Yumer"Learning Local Shape Descriptors from Part Correspondences With Multi-view Convolutional Networks ", accepted to TOG 2018

[7] ZhaoLiang Lun, Changqing Zou, **Haibin Huang**, Evangelos Kalogerakis, Ping Tan, Marie-Paule Cani, Hao Zhang "Learning to Group Discrete Graphical Patterns ", accepted to SIGGRAPH ASIA 2017

[6] Xiaoguang Han, Zhen Li, **Haibin Huang**, Evangelos Kalogerakis, Yizhou Yu "High Resolution Shape Completion Using Deep Neural Networks for Global Structure and Local Geometry Inference ", accepted to ICCV 2017

[5] Amir Arsalan Soltani, **Haibin Huang**, Jiajun Wu, Tejas Kulkarni, Joshua Tenenbaum "Synthesizing 3D Shapes via Modeling Multi-View Depth Maps and Silhouettes with Deep Generative Networks ", accepted to CVPR 2017

[4] **Haibin Huang**, Evangelos Kalogerakis, M. Ersin Yumer , Radomír Měch "Shape Synthesis from Sketches via Procedural Models and Convolutional Networks ", IEEE Transactions on Visualization and Computer Graphics 2017

[3] **Haibin Huang**, Evangelos Kalogerakis, Benjamin Marlin "Analysis and synthesis of 3D shape families via deep-learned generative models of surfaces ", SGP 2015

[2] Chongyang Ma, **Haibin Huang**, Alla Sheffer, Evangelos Kalogerakis, Rui Wang "Analogy-Driven 3D Style Transfer ", Eurographics 2014

[1] Yahan Zhou, **Haibin Huang**, Li-Yi Wei and Rui Wang, "Point Sampling with General Noise Spectrum", SIGGRAPH 2012

Patents

Automatic generation 3d drawing objects based on a 2d design input, Radomír Měch, M. Ersin Yumer , **Haibin Huang**, US Patent App. 15/014,386, 2016

Programming Skills

C++, Python, CUDA, OpenCV, OpenGL, Matlab, LaTeX

Other Links

GitHub: https://github.com/brotherhuang