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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

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

[8] 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

[7] **Haibin Huang**, Evangelos Kalogerakis, Siddhartha Chaudhuri, Duygu Ceylan, Vladimir G. Kim, M. Ersin Yumer"Learning Local Shape Descriptors with View-based Convolutional Neural Networks ", conditionally accepted to TOG 2017

[6] 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

[5] **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

[4] **Haibin Huang**, Evangelos Kalogerakis, Benjamin Marlin "Analysis and synthesis of 3D shape families via deep-learned generative models of surfaces ", Computer Graphics Forum, Vol. 34, No. 5, 2015 (Proceedings of SGP 2015)

[3] Chongyang Ma, **Haibin Huang**, Alla Sheffer, Evangelos Kalogerakis, Rui Wang "Analogy-Driven 3D Style Transfer ", Computer Graphics Forum, Vol 33, Issue 2, 175–184 (Eurographics 2014)

[2] Yahan Zhou, **Haibin Huang**, Li-Yi Wei and Rui Wang, "Point Sampling with General Noise Spectrum", ACM Trans Graph. 31(4) (SIGGRAPH 2012), pp.76:01-76:11

[1] Jinliang Wu, **Haibin Huang**, Ligang Liu, "Texture details preserving seamless image composition", Journal of Zhejiang University (Engineering Science) 2013 , Vol 45, Number 6

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

Languages

Chinese: Mother tongue   **English**: Full professional proficiency

Professional Experience

Paper reviewer: Pacific Graphics 2015, 2016, Graphical Models, Computer Graphics Forum, Computers & Graphics

Research Assistant and Teaching Assistant @ UMass Amherst

Other Links

GitHub: https://github.com/brotherhuang