

Haibin Huang | @Megvii/Face++

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Education

2011–2017: M.S. and Ph.D. in Computer Science, University of Massachusetts, Amherst, MA.

2009–2011: M.S. in Mathematics, Zhejiang University, Hangzhou, China.

2005–2009: B.S. in Applied Mathematics, Zhejiang University, Hangzhou, China.

Research Experience

Learning and 3D Geometry Processing

Image and Video Processing

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

- [16] Shaofan Cai, Xiaoshuai Zhang, Haoqiang Fan, **Haibin Huang**, Jiangyu Liu, Jiaming Liu, Jiaying Liu, Jue Wang, Jian Sun “Disentangled Image Matting”, ICCV 2019
- [15] Yi He, Jiayuan Shi, Chuan Wang, **Haibin Huang**, Jiaming Liu, Guanbin Li, Risheng Liu, Jue Wang “Semi-supervised Skin Detection by Network with Mutual Guidance”, CVPR 2019
- [14] Yang Wang, **Haibin Huang**, Chuan Wang, Tong He, Jue Wang, Minh Hoai “GIF2Video: Color Dequantization and Temporal Interpolation of GIF images”, CVPR 2019
- [13] Tong He, **Haibin Huang**, Li Yi, Yuqian Zhou, Chihao Wu, Jue Wang, Stefano Soatto “GeoNet: Deep Geodesic Networks for Point Cloud Analysis”, CVPR 2019
- [12] Chuan Wang, **Haibin Huang**, Xiaoguang Han, Jue Wang “Video Inpainting by Jointly Learning Temporal Structure and Spatial Details”, AAAI 2019
- [11] Kekai Sheng, Weiming Dong, **Haibin Huang**, Chongyang Ma, Bao-Gang Hu “Gourmet Photography Dataset for Food Image Aesthetic Assessment”, SIGGRAPH ASIA 2018 Technical Briefs
- [10] Li Yi, **Haibin Huang**, Difan Liu, Evangelos Kalogerakis, Hao Su, Leonidas Guibas “Deep Part Induction from Articulated Object Pairs”, 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”, 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”, TOG 2018
- [7] ZhaoLiang Lun, Changqing Zou, **Haibin Huang**, Evangelos Kalogerakis, Ping Tan, Marie-Paule Cani, Hao Zhang “Learning to Group Discrete Graphical Patterns”, 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”, 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”, 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>