

Weikai Chen

RESEARCH ASSOCIATE, USC ICT

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POSITIONS	USC Institute for Creative Technologies, U.S.A	
	Researcher, Vision and Graphics Lab	Jan. 2019 - Present
	Postdoctoral Researcher, Vision and Graphics Lab	Jun. 2017 - Jan. 2019
	INRIA, France	
	Visiting Researcher, Alice Team	Jun. 2016 - Aug. 2016

EDUCATION	The University of Hong Kong, Hong Kong	
	- <i>Ph.D. in Computer Graphics</i> , advised by Prof. Wenping Wang,	Apr. 2013 - Apr. 2017
	Tianjin University, Tianjin, China	
	- <i>Mphil. in Wireless Communication</i> ,	Sep. 2010 - Feb. 2013
	- <i>B.S. in Electrical Engineering</i> ,	Sep. 2006 - Jul. 2010

RESEARCH INTERESTS	Computer graphics, computer vision and deep learning: face/hair/body modeling and reconstruction, 3D deep learning, deep generative models, unsupervised 3D reconstruction, differentiable rendering, pattern/texture synthesis, digital geometry processing, computational fabrication.
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PUBLICATIONS	[14] Ryota Natsume, Shunsuke Saito, Zeng Huang, <i>Weikai Chen</i> , Chongyang Ma, Hao Li, Shigeo Morishima, “SiCloPe: Silhouette-Based Clothed People”, <i>IEEE Conference on Computer Vision and Pattern Recognition (CVPR)</i> , 2019, Oral .
	[13] Yajie Zhao, Qingguo Xu, <i>Weikai Chen</i> , Jun Xing, Chao Du, Xinyu Huang, Ruigang Yang, “Mask-off: Synthesizing Face Images in the Presence of Head-mounted Displays”, <i>IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR)</i> , 2019.
	[12] Zeng Huang, Tianye Li, <i>Weikai Chen</i> , Yajie Zhao, Jun Xing, Chloe LeGendre, Linjie Luo, Chongyang Ma and Hao Li, “Deep Volumetric Video From Very Sparse Multi-View Performance Capture”, <i>European Conference on Computer Vision (ECCV)</i> , 2018.
	[11] Yi Zhou, Liwen Hu, Jun Xing, <i>Weikai Chen</i> , Han-Wei Kung, Xin Tong, and Hao Li, “HairNet: Single-View Hair Reconstruction using Convolutional Neural Networks”, <i>European Conference on Computer Vision (ECCV)</i> , 2018.
	[10] Shugo Yamaguchi, Shunsuke Saito, Koki Nagano, Yajie Zhao, <i>Weikai Chen</i> , Shigeo Morishima and Hao Li, “High-Fidelity Facial Reflectance and Geometry Inference From an Unconstrained Image”, <i>ACM Transactions on Graphics (Proceedings of SIGGRAPH 2018)</i> .
	[9] Loc Huynh, <i>Weikai Chen</i> , Shunsuke Saito, Jun Xing, Koki Nagano, Andrew Jones, Hao Li and Paul Debevec, “Mesoscopic Facial Geometry inference Using Deep Neural Networks”, <i>IEEE Conference on Computer Vision and Pattern Recognition (CVPR)</i> , 2018, Spotlight .
	[8] Yajie Zhao, <i>Weikai Chen</i> , Jun Xing, Xiaoming Li, Zach Bessinger, Fuchang Liu, Wangmeng Zuo and Ruigang Yang, “Identity Preserving Face Completion for Large Ocular Region Occlusion”, <i>British Machine Vision Conference (BMVC)</i> , 2018.

- [7] *Weikai Chen*, Yuexin Ma, Sylvain Lefebvre, Shiqing Xin, Jons Martinez and Wenping Wang, “Fabricable Tile Decors,” *ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia)*, 2017.
- [6] Jonathan Palacios, Lawrence Roy, Prashant Kumar, Chen-Yuan Hsu, *Weikai Chen*, Chongyang Ma, Li-Yi Wei and Eugene Zhang, “Tensor Field Design in Volumes”, *ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia)*, 2017.
- [5] *Weikai Chen*, Xiaolong Zhang, Shiqing Xin, Yang Xia, Sylvain Lefebvre and Wenping Wang, “Synthesis of Filigrees for Digital Fabrication”, *ACM Transactions on Graphics (Proceedings of SIGGRAPH)*, 2016.
- [4] Hui Zhang, *Weikai Chen*, Bin Wang, and Wenping Wang, “By Example Synthesis of Three-Dimensional Porous Materials”, *Computer Aided Geometric Design (GMP)*, 2017.
- [3] Jonathan Palacios, Chongyang Ma, *Weikai Chen*, Li-Yi Wei, and Eugene Zhang, “Tensor Field Design in Volumes”, *SIGGRAPH Asia Technical Briefs*, 2016.
- [2] *Weikai Chen*, and Yunhui Chen, “Second-order Differential based Matching Pursuit Method for Compressive Sensing Signal Recovery”, in *International Conference on Wireless Communications and Signal Processing (WCSP)*, 2012.
- [1] Kaihua Liu, *Weikai Chen* (corresponding author) and Yongtao Ma, “A compressive sensing method for estimating doubly-selective sparse channels in OFDM system”, *Journal of Tianjin University*, Dec. 2012.

MANUSCRIPTS

- [2] Shichen Liu, *Weikai Chen*, Tianye Li, Hao Li , “Soft Rasterizer: Differentiable Rendering for Unsupervised Single-View Mesh Reconstruction ”, arXiv:1901.05567, 2019.
- [1] *Weikai Chen*, Xiaoguang Han, Guanbin Li, Chao Chen, Jun Xing, Yajie Zhao and Hao Li, “Deep RBFNet: Point Cloud Feature Learning using Radial Basis Functions”, arXiv:1812.04302, 2018.
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RECENT RESEARCH PROJECTS

- Unsupervised Single-View Mesh Reconstruction**, Sep. 18 - Present
 - Present a highly effective differentiable renderer that faithfully approximates the standard graphics renderer in the forward pass of deep neural network. Based on this renderer, we have achieved unsupervised single-view reconstruction with comparable performance to the supervised counterparts.
- Interactive Facial Hair Editing and Synthesis**, Feb. 2018 - Present
 - Users can design facial hairs of different shapes/lengths/densities via simple sketching, while keeping the style of a target facial hair defined by an exemplar image. The framework is powered by Generative Adversarial Network (GAN).
- Perspective Normalization in Portrait Photos**, Mar. 18 - Present
 - A deep learning based approach to rectify the facial distortion in an unconstrained portrait image shot in a near range. The technique greatly improves the robustness and accuracy of face recognition and 3D face reconstruction from a single portrait photo.
- Autocomplete Hair Modeling in VR**, Jun. 17 - Present
 - Develop a 3D VR authoring system for immersive interaction with the hair models. Our system combines the flexibility of manual authoring, the convenience of data-driven automation and the power of machine learning for high quality hair modeling.

PROFESSIONAL ACTIVITIES

Program Committee:

- Computational Visual Media Conference (CVM) 2019
- Shape Modeling International (SMI) - Fabrication and Sculpting Event 2019
- Pacific Graphics 2018

Reviewer:

- ICCV 2019
- CVPR 2019
- ACM SIGGRAPH Asia 2017
- IEEE Transactions on Visualization and Computer Graphics
- International Conference on 3D Vision (3DV) 2018
- Pacific Graphics 2015, 2018
- Computer Aided Geometric Design
- ACM Symposium on Virtual Reality Software and Technology 2018
- International Conference on Machine Vision Applications (MVA) 2019
- 3D Reconstruction in the Wild 2018 (ECCV 2018 Workshop)
- The Visual Computer Journal
- Graphical Models
- Algorithms
- IEEE Signal Processing Letters

AWARDS

HKU Postgraduate Scholarship,	2013 - 2017
National Scholarship by Ministry of Education,	2012
Champion of Presentation in Joint-Hall Academic Symposium,	2015
Champion of Presentation in 4th Morrison Hall Academic Symposium,	2014
First-Class Postgraduate Scholarship,	2010 - 2013
Huawei Scholarship,	2008
Outstanding Student of Tianjin University,	2006 - 2010

TEACHING

Teaching Assistant, The University of Hong Kong - COMP7507: Visualization and Visual Analytics	2014 - 2016
Teaching Assistant, The University of Hong Kong - CS1117A: Computer Programming	2013 - 2014

SKILLS

Programming: C/C++, Python, Matlab, Lua, Mel; OpenGL/CV, Tensorflow, Pytorch, Caffe
Languages: Mandarin Chinese (native), English (professional), Cantonese (professional)