Weikai Chen

RESEARCH ASSOCIATE, USC ICT

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Positions

USC Institute for Creative Technologies, U.S.A

Research Associate, Vision and Graphics Lab Postdoctoral Researcher, Vision and Graphics Lab

INRIA, France

Visiting Researcher, Alice Team

Jun. 2016 - Aug. 2016

Jan. 2019 - Present

Jun. 2017 - Jan. 2019

EDUCATION

The University of Hong Kong, Hong Kong

- Ph.D. in Computer Graphics, advised by Prof. Wenping Wang, Apr. 2013 - Apr. 2017

Tianjin University, Tianjin, China

- Mphil. in Wireless Communication,
- B.S. in Electronic Engineering,

Sep. 2010 - Feb. 2013 Sep. 2006 - Jul. 2010

RESEARCH INTERESTS

Computer graphics, computer vision and deep learning: face/hair/body modeling and reconstruction, 3D vision, 3D deep learning, differentiable rendering, deep generative models, pattern/texture synthesis, digital geometry processing, computational fabrication.

PUBLICATIONS

[18] Shichen Liu, Tianye Li, Weikai Chen, Hao Li, "Soft Rasterizer: A Differentiable Renderer for Image-based 3D Reasoning", *International Conference on Computer Vision (ICCV)*, 2019, Oral. Accepted with 3 Strong Accepts

[17] Yajie Zhao*, Zeng Huang*, Tianye Li, Weikai Chen, Chloe LeGendre, Xinglei Ren, Jun Xing, Ari Shapiro, Hao Li, "Learning Perspective Undistortion of Portraits", *International Conference on Computer Vision (ICCV)*, 2019, Oral.

[16] Junyi Pan, Xiaoguang Han, Weikai Chen, Jiapeng Tang, Kui Jia, "Deep Mesh Reconstruction from Single RGB Images via Topology Modification Networks e", *International Conference on Computer Vision (ICCV)*, 2019.

[15] Jun Xing, Koki Nagano, Weikai Chen, Haotian Xu, Li-Yi Wei, Jingwan Lu, Byungmoon Kim, Yajie Zhao, Hao Li, "HairBrush for Immersive Data-Driven Hair Modeling", ACM Symposium on User Interface Software and Technology (UIST), 2019.

- [14] Ryota Natsume, Shunsuke Saito, Zeng Huang, Weikai Chen, Chongyang Ma, Hao Li, Shigeo Morishima, "SiCloPe: Silhouette-Based Clothed People", IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2019, Oral. CVPR Best Paper Finalists
- [13] Yajie Zhao, Qingguo Xu, Weikai Chen, Jun Xing, Chao Du, Xinyu Huang, Ruigang Yang, "Mask-off: Synthesizing Face Images in the Presence of Head-mounted Displays", *IEEE Conference on Virtual Reality and 3D User Interfaces* (*IEEE VR*), 2019.
- [12] Zeng Huang, Tianye Li, Weikai Chen, Yajie Zhao, Jun Xing, Chloe LeGendre, Linjie Luo, Chongyang Ma and Hao Li, "Deep Volumetric Video From Very Sparse Multi-View Performance Capture", European Conference on Computer Vision (ECCV), 2018.

- [11] Yi Zhou, Liwen Hu, Jun Xing, Weikai Chen, Han-Wei Kung, Xin Tong, and Hao Li, "HairNet: Single-View Hair Reconstruction using Convolutional Neural Networks", European Conference on Computer Vision (ECCV), 2018.
- [10] Shugo Yamaguchi, Shunsuke Saito, Koki Nagano, Yajie Zhao, Weikai Chen, Shigeo Morishima and Hao Li, "High-Fidelity Facial Reflectance and Geometry Inference From an Unconstrained Image", ACM Transactions on Graphics (Proceedings of SIGGRAPH 2018).
- [9] Loc Huynh, Weikai Chen, Shunsuke Saito, Jun Xing, Koki Nagano, Andrew Jones, Hao Li and Paul Debevec, "Mesoscopic Facial Geometry inference Using Deep Neural Networks", IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2018, Spotlight.
- [8] Yajie Zhao, Weikai Chen, Jun Xing, Xiaoming Li, Zach Bessinger, Fuchang Liu, Wangmeng Zuo and Ruigang Yang, "Identity Preserving Face Completion for Large Ocular Region Occlusion", British Machine Vision Conference (BMVC), 2018.
- [7] Weikai Chen, Yuexin Ma, Sylvain Lefebvre, Shiqing Xin, Jons Martnez 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

[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.

Professional Activities

Program Committee:

- AAAI 2020
- Computational Visual Media Conference (CVM) 2019, 2020
- IEEE Artificial Intelligence & Virtual Reality (AIVR 2019)
- Shape Modeling International (SMI) Fabrication and Sculpting Event 2019
- Pacific Graphics 2018

Reviewer:

- ICCV 2019
- CVPR 2019
- ACM SIGGRAPH Asia 2017, 2019
- 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
- The Visual Computer Journal
- Graphical Models
- IEEE Signal Processing Letters
- Algorithms
- Workshop on 3D Reconstruction in the Wild 2018, 2019

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)