

CHENG LIN (林铖)

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EDUCATION

- The University of Hong Kong (HKU)** *2016 - Present*
Ph.D. Candidate in Computer Science
Supervisor: Prof. Wenping Wang
Research Interests: 3D Vision, 3D Reconstruction, Computer Graphics
- Shandong University (SDU)** *2012 - 2016*
B.S. in Software Engineering
GPA: 91.91/100 (4.66/5.0) Ranking: 1/299

EXPERIENCE

- Technical University of Munich (TUM)** *2019 - 2020*
- Research Visiting **Advisor:** Prof. Matthias Nießner
- 3D scene understanding, 3D shape modeling, deep reinforcement learning (DRL)
- Research Center of Digital Media Technology, Ministry of Education** *2014 - 2016*
- Research Assistant **Advisor:** Prof. Chenglei Yang
- Human computer interaction (HCI), ubiquitous computing, VR/AR

HONORS

- Postgraduate Scholarship [HKU] *2016 - 2020*
Computer Science Scholarship [HKU] *2016, 2018*
Google Excellence Scholarship [Google] *Aug 2015*
President's Scholarship [the highest honor of SDU] (Top 0.1%) *Nov 2015*
Baosteel Scholarship [Baosteel] *Oct 2015*
Top 100 Outstanding CS Students in China [China Computer Federation (CCF)] *Sep 2015*
National Scholarship of China [Ministry of Education, China] (Top 1%) *2013, 2014, 2015*

PUBLICATIONS

- Cheng Lin**, Tingxiang Fan, Wenping Wang, Matthias Nießner, *Modeling 3D Shapes by Reinforcement Learning*, ECCV 2020
- Cheng Lin**, Lingjie Liu, Changjian Li, Leif Kobbelt, Bin Wang, Shiqing Xin, Wenping Wang, *SEG-MAT: 3D Shape Segmentation Using Meidal Axis Transform*, IEEE TVCG 2020 (accepted)
- Cheng Lin**, Changjian Li, Wenping Wang, *Floorplan-Jigsaw: Jointly Estimating Scene Layout and Aligning Partial Scans*, ICCV 2019
- Lingjie Liu, Duygu Ceylan, **Cheng Lin**, Wenping Wang, Niloy Mitra, *Image-based reconstruction of wire art*, SIGGRAPH 2017 (TOG)
- Wei Gai, Chenglei Yang, Yulong Bian, Chia Shen, Xiangxu Meng, **Cheng Lin**, *Supporting easy physical-to-virtual creation of mobile vr maze games: a new genre*, CHI 2017

Cheng Lin, Xiaowen Sun, Chenglei Yue, Chenglei Yang, Wei Gai, Pu Qin, Juan Liu, Xiangxu Meng, *A novel workbench for collaboratively constructing 3D virtual environment*, IIKI 2017 (Procedia Computer Science)

SKILLS

Programming Languages	Python, Java, C/C++, MATLAB, C#
Tools and Packages	Pytorch, OpenCV, CGAL, OpenGL, OpenNI

PATENTS

A mixed-reality game system based on ubiquitous computing	
- China Invention Patent (Granted) CN105373224B	<i>Jun 2016</i>
A collaborative scene modeling system based on wide-angle folding touch screens	
- China Invention Patent (Granted) CN106406430B	<i>Mar 2016</i>
A collaborative scene modeling system based on mobile terminals and holographic display	
- China Invention Patent (Granted) CN104794752B	<i>Apr 2016</i>

TEACHING

Teaching Assistant of Undergraduate Courses:	
COMP3359-HKU Artificial Intelligence Applications	[Section 2A, 2019]
COMP2121-HKU Discrete mathematics	[Section 1B, 2018]
Teaching Assistant of Graduate Courses:	
COMP8504-HKU Geometric Modeling and Computing	[Section 2A, 2019]
COMP7507-HKU Visualization and Visual Analytics	[Section 1A, 2016, 2017]

ACTIVITIES

Tenor of the Schola Cantorum, Student Union, Shunhing College, HKU	<i>Sep 2016 - Feb 2018</i>
Leader of the Art and Literature Department, Student Union, SDU	<i>Sep 2013 - Jun 2014</i>
Leader of the Music Association, Student Union, SDU	<i>Sep 2014- June 2015</i>