

# CHENG LIN (林铖)

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## EDUCATION

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

## HONORS (SELECTED)

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

## PUBLICATIONS

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**Cheng Lin**, Changjian Li, Yuan Liu, Nenglu Chen, Yi-King Choi, Wenping Wang, *Point2Skeleton: Learning Skeletal Representations From Point Clouds*, Arxiv 2020

Yuan Liu, Lingjie Liu, **Cheng Lin**, Zhen Dong, Wenping Wang, *Learnable Motion Coherence for Correspondence Pruning*, Arxiv 2020

Risheng Huang, Li Shen, Xuan Wang, **Cheng Lin**, Hao-Zhi Huang, *Adaptive Compact Attention For Few-shot Video-to-video Translation*, Arxiv 2020

Adaptive Compact Attention For Few-shot Video-to-video Translation

**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

**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)

## EXPERIENCE

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**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

## SKILLS

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

## PATENTS

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

## TEACHING

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**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

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Tenor of the Schola Cantorum, 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, School of Software, SDU	<i>Sep 2014- June 2015</i>