

CHENG LIN (林钺)

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EDUCATION

The University of Hong Kong (HKU)

2016 - Present

Ph.D. Candidate in Computer Science

Supervisor: Prof. Wenping Wang (IEEE Fellow)

Research Interests: Geometric Modeling, Shape Analysis, 3D Vision, Computer Graphics

Shandong University (SDU)

2012 - 2016

B.S. in Software Engineering

GPA: 91.91/100 (4.66/5.0) Ranking: 1/299

HONORS (SELECTED)

Postgraduate Scholarship [HKU]

2016 - 2020

Computer Science Scholarship [HKU]

2016, 2018

Google Excellence Scholarship [Google]

Aug 2015

President's Scholarship [the highest honor in 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, Changjian Li, Yuan Liu, Nenglu Chen, Yi-King Choi, Wenping Wang, *Point2Skeleton: Learning Skeletal Representations From Point Clouds*, CVPR 2021 (Oral Presentation)

Yuan Liu, Lingjie Liu, **Cheng Lin**, Zhen Dong, Wenping Wang, *Learnable Motion Coherence for Correspondence Pruning*, CVPR 2021

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

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, Lu Wang, Juan Liu, Mingda Dong, Chengjie Niu, **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

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

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 *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

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]

EXTRACURRICULAR ACTIVITIES

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