Kaizhang Kang

Home Page www.cocoakang.cn
Mobile Phone +86 178 1685 8995
Email generous.kkz@gmail.com

Summary

I entered Mixed Honors Class in Chu Kochen Honors College of Zhejiang University in 2014. I received B.Eng. degree from College of Computer Science & Technology, Zhejiang University and Honours Degree from Chu Kochen Honors College in 2018. Currently I am a Ph.D. student in the State Key Lab of CAD&CG, Zhejiang University (supervised by Prof.Hongzhi Wu). My research interests include appearance acquisition/modeling and rendering.

Education

Sep. 2014 - June. 2018 B.S. in Computer Science - Zhejiang University
Got Honours Degree from Chu Kochen Honors College.

Sep. 2018 - Sep. 2022 (expected) Ph.D. in Computer Science - Zhejiang University

Publications

- **Learning Efficient Photometric Feature Transform for Multi-view Stereo**
  ***Kaizhang Kang**, Cihui Xie, Ruisheng Zhu, Xiaohe Ma, Ping Tan, Hongzhi Wu and Kun Zhou*
  ICCV2021
- **Neural Reflectance Capture in the View-Illumination Domain**
  ***Kaizhang Kang**, Minyi Gu, Cihui Xie, Xuanda Yang, Hongzhi Wu and Kun Zhou*
  TVCG
- **Learning Efficient Illumination Multiplexing for Joint Capture of Reflectance and Shape**
  ***Kaizhang Kang**, Cihui Xie, Chengan He, Mingqi Yi, Minyi Gu, Zimin Chen, Kun Zhou and Hongzhi Wu*
  ACM Trans. Graph. (Proc. SIGGRAPH Asia 2019), 38, 6 (Nov. 2019), 165.
- **Efficient Reflectance Capture Using an Autoencoder**
  Kaizhang Kang, Zimin Chen*, Jiaping Wang, Kun Zhou and Hongzhi Wu*
  ACM Trans. on Graphics (Proc. SIGGRAPH 2018), 37, 4 (Aug. 2018), 127.
  **:Joint first authors*
- **Free-form Scanning of Non-planar Appearance with Neural Trace Photography**
  *Xiaohe Ma, **Kaizhang Kang**, Ruisheng Zhu, Hongzhi Wu and Kun Zhou*
  ACM Trans. Graph. (Proc. SIGGRAPH 2021), 40, 4 (Aug. 2021), 124.

Honors & Awards

Microsoft Research Asia Fellowship 2021

Lu Zengyong CAD&CG High Technology Award(Second place) 2019

ACM SIGGRAPH Student Research Competition(Second place) 2018

Skills

- **Deep learning.** I used deep learning in previous works to solve 3D modeling problems for both geometry and appearance, and the implementations are done with Pytorch and Tensorflow.
- **CV & CG.** My research in the past 4 years mainly focuses on CV & CG about how to digitize 3D objects in both high efficiency and high quality manner.
- **Programming.** The published works are mainly implemented with Python and C++.
- **Hardware design.** I built hardware prototypes of lightstage and hand-held scanner from scratch, including PCB design, FPGA programming.