# Connor Zhizhen Lin

## Education

2020–Present **PhD in Computer Science**, *Stanford University*, Stanford, CA.
Advisors: Leonidas Guibas, Gordon Wetzstein
**Stanford Graduate Fellow (*David Cheriton*)**

2018–2019 **MSc in Computer Science**, *Carnegie Mellon University*, Pittsburgh, PA.
Advisor: Keenan Crane
Thesis: Periodic Conformal Parameterization

2015–2018 **BSc in Computer Science**, *Carnegie Mellon University*, Pittsburgh, PA.

## Experience

2023 **PhD Student Researcher**, *Google Research*, Mountain View, CA.
- PhD Student Researcher on the Perception team with Abhijit Kundu and Leonidas Guibas.

2022-2023 **PhD Research Intern**, *NVIDIA Research*, Toronto.
- Developed a method for single-shot 3D reconstruction and animation of neural avatars (SIGGRAPH 2023) that combines implicit SDF representations with explicit UV-parameterized texture maps.

2021 **PhD Research Intern**, *Adobe Research*, London.
- Developed NeuForm (NeurIPS Oral 2022), a hybrid approach combining overfitting and general priors for neural scene editing.

2019-2020 **Software Engineer**, *Google*, Mountain View, CA.
- Researched and prototyped end-to-end solutions for real-time depth inference and improved performance of depth inference in Portrait mode.

2018 **Software Engineering Intern**, *Google Daydream*, New York, NY.
- Implemented a virtual reality plugin for Unity using C# and C++ that dynamically recognizes and morphs user virtual handwriting into text.

2017 **Software Engineering Intern**, *Yahoo!*, Sunnyvale, CA.

**Skills** Python, C++, MATLAB, Git

## Research and Teaching

**Research Interests**
- I am interested in neural representations for 3D reconstruction, generation, and editing of objects and scenes, and how these techniques can be applied to human avatars.

**Teaching Experience**
- Teaching Assistant (Fall 2017, Fall 2018, Spring 2019). Computer Graphics (15-462/15-662)
- Teaching Assistant (Spring 2017). Principles of Imperative Computation (15-122)

## Publications

SIGGRAPH 2023 **Single-Shot Implicit Morphable Faces with Consistent Texture Parameterization.** ***C. Z. Lin***, *K. Nagano, J. Kautz, U. Iqbal, L. Guibas, G. Wetzstein, S. Khamis*

NeurIPS 2022 (Oral) **NeuForm: Adaptive Overfitting for Neural Shape Editing.** ***C. Z. Lin***, *N. J. Mitra, G. Wetzstein, L. Guibas, P. Guerrero*

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ECCVW 2022 (Learn3DG) **3D GAN Inversion for Controllable Portrait Image Animation.** ***C. Z. Lin****, *D. B. Lindell**, E. R. Chan, G. Wetzstein*

CVPR 2022 (Oral) **EG3D: Efficient Geometry-aware 3D Generative Adversarial Networks.** *E. R. Chan**, ***C. Z. Lin****, M. A. Chan**, K. Nagano**, B. Pan, S. D. Mello, O. Gallo, L. Guibas, J. Tremblay, S. Khamis, T. Karras, G. Wetzstein*

SIGGRAPH 2021 **ACORN: Adaptive Coordinate Networks for Neural Representation.** *J. N. P. Martel**, *D. B. Lindell**, ***C. Z. Lin****, E. R. Chan, M. Monteiro, G. Wetzstein*

Masters Thesis **Periodic Conformal Parameterization.** *SCS Technical Report* Connor Zhizhen Lin

## Talks

June 2022 **Advancing and Applying 3D GANs** *Stanford University* CS PhD Qualifying Exam

July 2019 **Periodic Conformal Parameterization** *Carnegie Mellon University* Masters Thesis Defense

Dec 2017 **Real World Fabrication of 3D Meshes** *Carnegie Mellon University* SCS Undergraduate Research Showcase

## Awards

- Stanford Graduate Fellowship (David Cheriton)
- 5x Dean's List
- University Honors

## Service

2022-2023 **Reviewer** *CVPR, SIGGRAPH, SIGGRAPH Asia*

2022 **Stanford Club Badminton** *President*

2021 **Stanford CS PhD Admissions** *Committee Member*

2021 **Stanford Club Badminton** *Financial Officer*

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