Zhiqin Chen

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School of Computing Science
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Education

Simon Fraser University (SFU), Canada *Sep 2019 - present*
Ph.D. in Computing Science under the supervision of Prof. Hao (Richard) Zhang
GPA: 4.33/4.33

Simon Fraser University (SFU), Canada *Sep 2017 - Aug 2019*
M.Sc. in Computing Science under the supervision of Prof. Hao (Richard) Zhang
GPA: 4.33/4.33

Shanghai Jiao Tong University (SJTU), China *Sep 2013 - June 2017*
Bachelor of Science in Computer Science and Technology

Awards and Honors

Google PhD Fellowship, 2021
NVIDIA Graduate Fellowship Finalist, 2021
Best Student Paper Award, CVPR 2020
Faculty of Applied Sciences Graduate Fellowship, 2018

Publications

Zhiqin Chen, Andrea Tagliasacchi, Thomas Funkhouser, and Hao Zhang
Neural Dual Contouring
SIGGRAPH, 2022

Zhiqin Chen, Kangxue Yin, and Sanja Fidler
AUV-Net: Learning Aligned UV Maps for Texture Transfer and Synthesis
Computer Vision and Pattern Recognition (CVPR), 2022

Fenggen Yu, Zhiqin Chen, Manyi Li, Aditya Sanghi, Hooman Shayani, Ali Mahdavi-Amiri, and Hao Zhang
CAPRI-Net: Learning Compact CAD Shapes with Adaptive Primitive Assembly
Computer Vision and Pattern Recognition (CVPR), 2022

Zhiqin Chen and Hao Zhang
Neural Marching Cubes
SIGGRAPH Asia, 2021

Zhiqin Chen, Vladimir G. Kim, Matthew Fisher, Noam Aigerman, Hao Zhang, and Siddhartha Chaudhuri
DECOR-GAN: 3D Shape Detailization by Conditional Refinement
Computer Vision and Pattern Recognition (CVPR), 2021

Zhiqin Chen, Andrea Tagliasacchi, and Hao Zhang
Learning Mesh Representations via Binary Space Partitioning Tree Networks
IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI), 2021

Kangxue Yin, Zhiqin Chen, Siddhartha Chaudhuri, Matthew Fisher, Vladimir G. Kim, Hao Zhang
COALESCE: Component Assembly by Learning to Synthesize Connections
International Conference on 3D Vision (3DV), 2020

Zhiqin Chen, Andrea Tagliasacchi, and Hao Zhang
BSP-Net: Generating Compact Meshes via Binary Space Partitioning
Computer Vision and Pattern Recognition (CVPR), 2020
CVPR 2020 Best Student Paper Award

Zili Yi, Zhiqin Chen, Hao Cai, Wendong Mao, Minglun Gong, Hao Zhang
BSD-GAN: Branched Generative Adversarial Network for Scale-Disentangled Representation Learning and Image Synthesis
IEEE Transactions on Image Processing (TIP), 2020

Zhiqin Chen, Kangxue Yin, Matthew Fisher, Siddhartha Chaudhuri, and Hao Zhang
BAE-NET: Branched Autoencoder for Shape Co-Segmentation
International Conference on Computer Vision (ICCV), 2019

Kangxue Yin, Zhiqin Chen, Hui Huang, Daniel Cohen-Or, Hao Zhang
LOGAN: Unpaired Shape Transform in Latent Overcomplete Space
SIGGRAPH Asia, 2019

Zhiqin Chen and Hao Zhang
Learning Implicit Fields for Generative Shape Modeling
Computer Vision and Pattern Recognition (CVPR), 2019

Zhiqin Chen, Yufeng Zhang, Hesheng Wang, Weidong Chen
Real-time Tag Recognition Based on Morphology and Local Contrast
IEEE International Conference on Real-time Computing and Robotics (RCAR), 2016

Working experience

Adobe Internship, May - Nov, 2020
NVIDIA Internship, May - Nov, 2021
Google Student Researcher, Nov 2021 - ?

Teaching

[TA] Spring 2020 - CMPT 743 G101 practices in visual computing II
[TA] Spring 2019 - CMPT 743 G101 practices in visual computing II
[TA] Fall 2017 - CMPT 120 D100 introduction to computing science and programming I

Services

[Reviewer] GMOD 2018, PG 2019, CVPR 2020, SIGGRAPH Asia 2020, PG 2020, TOG 2020, WACV 2021, ICME 2021, CVPR 2021, IJCAI 2021, IJCV 2021, TVCG 2021, ICCV 2021, 3DV 2021, CVPR 2022, EG 2022, IJCAI-ECAI 2022, SIGGRAPH 2022