Fuwen TAN

CONTACT

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SUMMARY

I am a fourth year Ph.D. student in the Computer Science Department of University of Virginia, working with Dr. Vicente Ordez Romn. My research lies at the intersection of Computer Vision and Natural Language Processing.

EDUCATION

University of Virginia — Charlottesville, United States
Ph.D. Program in Computer Science — Aug.2015 - Present
Advisor: Vicente Ordóñez Román

Zhejiang University — Hangzhou, China
M.S.in Mathematics — Sep.2010 - Jun.2012
Advisor: Ligang Liu

Sun Yat-sen University — Guangzhou, China
B.S. in Mathematics — Sep.2006 - Jun.2010

PUBLICATIONS

Where and Who? Automatic Semantic-Aware Person Composition
Fuwen Tan, Crispin Bernier, Benjamin Cohen, Vicente Ordonez, Connelly Barnes
IEEE Winter Conference on Applications of Computer Vision (WACV), 2018

FaceCollage: A Rapidly Deployable System for Real-time Head Reconstruction for On-The-Go 3D Telepresence
Fuwen Tan, Chi-Wing Fu, Teng Deng, Jianfei Cai, Tat Jen Cham
ACM Multimedia (ACM MM, full paper), 2017

High-Quality Kinect Depth Filtering For Real-time 3D Telepresence
Mengyao Zhao, **Fuwen Tan**, Chi-Wing Fu, Chi-Keung Tang, Jianfei Cai, Tat Jen Cham
IEEE International Conference on Multimedia and Expo (ICME), 2013

Field-Guided Registration for Feature-Conforming Shape Composition
Hui Huang, Minglun Gong, Daniel Cohen-Or, Yaobin Ouyang, **Fuwen Tan**, Hao Zhang
SIGGRAPH ASIA, 2012

SKILLS

PyTorch, Tensorflow, Python, C/C++, CUDA.

EXPERIENCE

Amazon A9, Palo Alto, United States — May.2018 - Aug.2018
Applied scientist intern in Visual Search & AR team
Design and implement a working solution for an improved image segmentation approach for creation of AR models.

Honda Research Institute, Mountain View, United States — May.2016 - Aug.2016
Research intern in Perception Group
Research on application of Deep Learning to traffic participant detection.

Nanyang Technological University, Singapore — Aug.2012 - Jul.2015
Research Associate at BeingThere Centre, Institute for Media Innovation

Design and implement a low-cost, fast and realistic system for personal 3D telepresence.

Others	Reviewer: IEEE Transactions on Image Processing (TIP)	2017