Mingming HE

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RESEARCH INTERSTS

Computational Photography, Video & Image Processing, Deep Learning, Face Manipulation & Modeling

EDUCATION

THE HONG KONG UNIVERSITY OF SCIENCE AND TECHNOLOGY — **Hong Kong, China**
Ph.D. Computer Science & Engineering — *Jan 2015 – Nov 2018*
Thesis: Synthesizing Images and Videos from Large-Scale Datasets

ZHEJIANG UNIVERSITY — **Hangzhou, Zhejiang. China**
M.S. Computer Application Technology — *Sep 2011 – Mar 2014*
Thesis: GPU-Based Deep Image Rendering & Compositing System

ZHEJIANG UNIVERSITY — **Hangzhou, Zhejiang. China**
B.E. Digital Media Technology — *Sep 2007 – Jul 2011*
RANK: 1 / 52

SIMON FRASER UNIVERSITY — **Vancouver, Canada**
Full-time Exchange Student in Interactive Arts & Technology — *Sep 2009 – Apr 2010*

PROFESSIONAL EXPERIENCES

USC Institute for Creative Technologies — **Los Angeles, CA, USA**
Postdoctoral Scholar - Research Associate — *Mar 2019 – Present*

Microsoft Research — **Beijing, China**
Research Intern — *Feb 2017 – Jan 2018*

RESEARCH PUBLICATIONS & PREPRINTS

Gigapixel Panorama Video Loops — *2017*
Mingming He, *Jing Liao, Pedro V. Sander, Hugues Hoppe*
ACM Transactions on Graphics (TOG), SIGGRAPH Presentation, 2018.

Deep Exemplar-based Colorization — *2018*
Mingming He*, *Dongdong Chen*, Jing Liao, Pedro V. Sander, Lu Yuan (*Joint first authors)*
ACM Transactions on Graphics (TOG), SIGGRAPH 2018.

Progressive Color Transfer with Dense Semantic Correspondences — *2019*
Mingming He, *Jing Liao, Dongdong Chen, Lu Yuan, Pedro V. Sander*
ACM Transactions on Graphics (TOG), SIGGRAPH Presentation, 2019.

Deep Exemplar-based Video Colorization — *2019*
Bo Zhang, ***Mingming He****, Jing Liao, Pedro V. Sander, Lu Yuan, Amine Bermak, Dong Chen*
IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2019.

Gated Context Aggregation Network for Image Dehazing and Deraining — *2019*
Dongdong Chen, ***Mingming He****, Qingnan Fan, Jing Liao, Liheng Zhang, Dongdong Hou, Lu Yuan, Gang Hua*
IEEE Winter Conference on Applications of Computer Vision (WACV), 2019.

Protecting World Leaders Against Deep Fakes — *2019*
Shruti Agarwal, Hany Farid, Yuming Gu, ***Mingming He****, Koki Nagano, Hao Li*
IEEE Conference on Computer Vision and Pattern Recognition (CVPR) Workshops, 2019.

One-Shot Identity-Preserving Portrait Reenactment *2020*
*Sitao Xiang, Yuming Gu, Pengda Xiang, **Mingming He**, Koki Nagano, Haiwei Chen, Hao Li*
arXiv 2020.

Dynamic Facial Asset and Rig Generation from a Single Scan *2020*
*Jiaman Li, Zhengfei Kuang, Yajie Zhao, **Mingming He**, Karl Bladin, Hao Li*
ACM Transactions on Graphics (TOG), SIGGRAPH Asia 2020.

Efficient Semantic Image Synthesis via Class-Adaptive Normalization *2021*
*Zhentao Tan, Dongdong Chen, Qi Chu, Menglei Chai, Jing Liao, **Mingming He**, Lu Yuan, Gang Hua Nenghai Yu*
IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI), 2021.

Exemplar-Based 3D Portrait Stylization *2021*
*Fangzhou Han, Shuquan Ye, **Mingming He**, Menglei Chai, Jing Liao*
IEEE Transactions on Visualization and Computer Graphics (TVCG), 2021.

Cross-Domain and Disentangled Face Manipulation with 3D Guidance *2021*
*Can Wang, Menglei Chai, **Mingming He**, Dongdong Chen, Jing Liao*
arXiv 2021.

DisUnknown: Distilling Unknown Factors for Disentanglement Learning *2021*
*Sitao Xiang, Yuming Gu, Pengda Xiang, Menglei Chai, Hao Li, Yajie Zhao, Mingming He**
*(*Corresponding author)*
IEEE International Conference on Computer Vision (ICCV), 2021.

ENGINEERING PROJECTS

GPU-Based Deep Image Rendering & Compositing System | M.S. Graduation Project *2013*
- A deep image rendering and compositing system
- Excellent Graduate Graduation Thesis of Zhejiang University
- Compressed deep images on demand with Adaptive Transparency Buffer
- Proposed a ray tracing algorithm for high quality DOF in deep image space
- Proposed an adaptive time sampling method for real-time post-processed motion blur
- Implemented fog effects with procedural noise and light beams in deep image space

RenderAnts Pro, GPU-Based Photorealistic Rendering Engine | Team Project *2011 – 2013*
- A feature-film rendering system that runs entirely on GPU
- Outstanding Contribution Award by GAPS on the contribution to RenderAnts Pro
- Developed and designed the friendly interaction systems and editing tools (material system, material library, and image preview)
- Processed complex front-end data and built an inter-process communication module
- Developed Maya, MotionBuilder, Shave and Deadline plug-ins
- Integrated Python scripting system to simplify the maintenance

PATENT

US 2021/0201071 A1 - Image colorization based on reference information *2021*

TEACHING EXPERIENCES

Substitute Lecturer, Computer Graphics, USC *2019*
Teaching Assistant, Game Programming, HKUST *2016*
Teaching Assistant, Introduction to Computing with Excel VBA, HKUST *2015*
Teaching Assistant, The Basic of Computer Science, Zhejiang University *2012*

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Awards

Outstanding Graduates of Zhejiang University Awarded on Graduate Period	*2014*
Second-Class Scholarship for Outstanding Graduate Students (30%)	*2012*
Jiang Zhen New Graduate Scholarship for Excellent Freshmen (5%)	*2011*
Outstanding Graduates of Zhejiang University Awarded on Undergraduate Period	*2011*
2K Games Scholarship for Outstanding Students	*2011*
National Scholarship for Students with Outstanding Merits	*2010*
First-Class Scholarship for Outstanding Students (3%)	*2010*
Second-Class Scholarship for Outstanding Students (8%)	*2009*

Academic service

Technical Papers Committee Member

ACM SIGGRAPH Asia 2021.

Reviewer

ACM SIGGRAPH, ACM SIGGRAPH Asia, IEEE CVPR, IEEE TPAMI, IEEE TVCG, IEEE TMM, IEEE TIP, IEEE SMCA, IEEE Access, JCGT, IJCAI, IEEE CGA, PG.

International experiences

Student Volunteer, International Conference on Service Science 2010, China	*2010*
Freshman Scholarship Program, 2007 Session of the Crimson Summer Exchange, China	*2007*

Hobbies

Painting, Photography

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