

Jianwei Guo

Education

Sept. 2011 - Ph.D., National Laboratory of Pattern Recognition, Institute of Automation, Chinese

Present Academy of Sciences, Beijing,

Supervisor: Prof. Xiaopeng Zhang, Assoc. Prof. Dongming Yan,

Major: Computer Applications Technology.

Apr. 2014- Visiting Scholar PhD Student, Visual Computing Research Center, Shenzhen Insti-

Present tutes of Advanced Technology, Shenzhen,

Supervisor: Prof. Oliver Deussen, Assoc. Prof. Zhanglin Cheng.

Sept. 2007— B.Eng., School of Software, Shandong University, Jinan,

June 2011 Major: Digital Media Technology.

Research Interests

Graphics

Computer Geometric Processing, 3D Shape Analysis, Plant Modeling

Research Experiences

January 2013- Research on 3D Shape Primitive Recognition, Extraction and Application, National Natural Science Foundation of China (NSFC, No.61271431).

January 2014- Research on Maximal Poisson-disk Sampling and its Applications in Media Processing, National Natural Science Foundation of China (NSFC, No.61372168).

January 2014- Research on Refined 3D reconstruction from multiple-source data and large-scale fast realistic presentation of urban vegetation, National Natural Science Foundation of China (NSFC, No.61331018).

Publications

Published (7) Jianwei Guo, Dong-ming Yan, Xiaohong Jia, Xiaopeng Zhang, "Efficient Maximal Poisson-disk Sampling and Remeshing on Surfaces", Computers & Graphics (Proceedings of SMI 2014), 46: 72-79, February 2015. (won Honorable Mention Best Paper Award at SMI)

- (6) Dong-ming Yan, Jianwei Guo, Xiaohong Jia, Xiaopeng Zhang, Peter Wonka, "Blue-Noise Remeshing with Farthest Point Optimization", Computer Graphics Forum (Proceedings of SGP 2014), 33(5): 167-176, 2014.
- (5) Jianwei Guo, Dong-ming Yan, Guanbo Bao, Weiming Dong, Peter Wonka, Xiaopeng Zhang, "Efficient Triangulation of Poisson-disk Sampled Point Sets", *The Visual Computer (Proceedings of CGI 2014)*, 30(6-8): 773-785, 2014.
- (4) Jianwei Guo, Dong-ming Yan, Er Li, Weiming Dong, Peter Wonka, Xiaopeng Zhang, "Illustrating the Disassembly of 3D Models", Computers & Graphics (Proceedings of SMI 2013), 37(6), 574-581, 2013.
- (3) Xavier Bonaventura, Jianwei Guo, Weiliang Meng, Miquel Feixas, Xiaopeng Zhang, Mateu Sbert, "**3D** shape retrieval using viewpoint information-theoretic measures", Computer Animation and Virtual Worlds, 2013.
- (2) Xavier Bonaventura, Jianwei Guo, Weiliang Meng, Miquel Feixas, Xiaopeng Zhang, Mateu Sbert, "Viewpoint information-theoretic measures for 3D shape similarity", VRCAI 2013, 183-190.
- (1) Lu Wang, Jian-Wei Guo, Cheng-Lei Yang, Hai-Seng Zhao, and Xiang-Xu Meng, "O3D-based game learning environments for cultural heritage online education", Entertainment for Education, Lecture Notes in Computer Science (Educationment 2010), Volume 6249, pp.417-428, 2010.

Under review

Patents

Chinese Jianwei Guo, Dong-ming Yan, Weiliang Meng, Xiaopeng Zhang, Weiming Dong. Patents An automatic disassembling method for assembly models. Patent for invention, Application Number: CN201310225943, Open Number: CN103279621A, Date: 2013-09-04.

Professional Activities

- October 2014 Participate in "Shape Modeling International (SMI) conference", and give an oral presentation, Hong Kong.
 - July 2014 Participate in "Symposium on Geometry Processing (SGP) conference", and give an oral presentation, Cardiff, UK.
 - June 2014 Participate in "Computer Graphics International (CGI) conference", and give an oral presentation, Sydney, NSW, Australia.
 - July 2013 Participate in "Shape Modeling International (SMI) conference", and give an oral presentation, Bournemouth, UK.

Reviewer VRCAI (2013), ICVRV (2013, 2014).

Awards

- 2008, 2010 First Prize Scholarship, Excellent student, Shandong University.
- 2008, 2009 **National Encouragement Scholarship**, Ministry of Education of the People's Republic of China.

- 2009 **Second Prize Scholarship**, Shandong University.
- 2010 National Scholarship, Ministry of Education of the People's Republic of China.
- 2014 Outstanding Student Award, University of Chinese Academy of Sciences.
- 2014 **Honorable Mention Best Paper Award**, Shape Modeling International 2014 and Computers & Graphics.

Skills

Programming Skillful in C/C++, OpenGL, Qt, LATEX, CUDA

Language Good English writing and reading skills (CET-6)

Others Strong ability of self-learning and team work spirit.

Hobbies

Reading Literature and technology books

Sports Football, Billiards