# Jinta Zheng

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**Research Interests**: Computer Graphics, Visualization, Machine Learning

## Education

**Sept.2012-Jul.2016** B.E (honor) in Computer Science and Technology, Sichuan University, China

## Research Experience

**Aug.2015-Present** Research Assistant, Human–Computer Interaction Research Center, Shenzhen Institutes of Advanced Technology, Chinese Academy of Sciences (SIAT).

♦ Conduct fundamental research on global illumination, volume rendering algorithms and all engineering projects.

**Mar.2015-Aug.2015** Research Intern, Institute of computer graphics and image research, Sichuan University.

## Publications

C1. **Jinta Zheng,** Tianjin Zhang, Jing Qin. Local Detail Enhancement for Volume Rendering under Global Illumination. *The 24rd Pacific Conference on Computer Graphics and Applications (**Pacific Graphics**) Short paper, pp. 45-50, 2016.*

J1. **Jinta Zheng**, Tianjin Zhang, Jing Qin. Detail-aware volume rendering under global illumination. *Journal of Computational Visual Media 2016* (**Submitted**).

J2. Tianjin Zhang, **Jinta Zheng**, Binh P. Nguyen et.al. Realistic Rendering of 3D Fetal Ultrasound Data using Photon Mapping. *Computers in Biology and Medicine* 2016(**Submitted**).

J3. Tianjin Zhang, **Jinta Zheng**, Zongrui Yi, Dong Liu, Jing Qin. Realistic Rendering of 3D Fetal Ultrasound via Local Ambient Occlusion. *Journal of Medical Imaging and Health Informatics, Volume 6, Number 7, November 2016, pp. 1776-1781(6).*

J4. Tianjin Zhang, Zongrui Yi, **Jinta Zheng**, DongC. Liu, Wai-Mai Pang, Jing Qin, A clustering-based automatic transfer function design for volume visualization. *Mathematical Problems in Engineering 2016* (**Accepted**).

## Select Projects

**Mar.2016-Jul.2016** **Enhancement Volume Rendering (QT, GLSL, CUDA, C++)**

New methods enhance local details of volume data under global illumination.

For more details: Click me!

Major works:

♦ Design and implement the algorithms and rendering engine.
♦ Research for related works and write the academic paper.
♦ Communicate with the advisor, co-authors.

**Aug.2015-Mar.2016** **Intelligent 3D Ultrasound Rendering Platform (QT, GLSL, CUDA, C++)**

Project granted by Shenzhen-Hong Kong Innovation Circle Funding Program (SGLH20131010151755080).
A platform contains an improved Photon Mapping algorithm and Ambient Occlusion algorithm for 3D ultrasound rendering to enhance the depth perception and offer more realistic effect.
For more details: Click me!
Major works:
♦ Implement the visualization platform
♦ Research and improve the algorithms

**Apr.2014-Mar.2015** **Code Presenter Pro**

A powerful and light tool, giving stunning code demos in presentations.
The App is **1st Place Winner** of Apps for Office Challenge in **Imagine Cup 2014 World Finals, Seattle** and more than **10 thousand** people download it.
For more details: Click me!
Major works:
♦ Team leader, design the project and implement several modules

**More** Customer Relationship Management (CRM) System, Sentiment Analysis System, A Game based on Eye Movement Recognition **…**

## Awards

**2016** **Outstanding Graduates of Sichuan Province(1%);** Outstanding Graduates; Outstanding Graduation Project; Outstanding Engineer

**2015** The 3rd Scholarship; Outstanding Student

**2014** **The 1st Scholarship(2%);** Outstanding Class Cadre; Innovative Awards

**2013** The 2nd Scholarship; Outstanding Student; Innovative Awards

**2014** **The 1st Prize in the Microsoft Imagine Cup App for Office Challenge in the Worldwide;**
The prize of office in the Microsoft Imagine Cup App for Office Challenge in the China

**2014** **The 1st Prize China International Software Design and Application Competition, Chengdu, Sichuan**

## Skills

C/C++, CUDA, JAVA, C#, QT, OpenGL, GLSL