

# Jinta Zheng

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**Address:** 1068 Xueyuan Avenue, Shenzhen University Town, Shenzhen, P. R. China

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

## Education

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<b>Sept.2012-Jul.2016</b>	B.E in Computer Science and Technology, <a href="#">Sichuan University</a> , China Overall GPA(86.88/100) top 5%
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## Research Experience

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<b>Aug.2015-Present</b>	Research Assistant, Human-Computer Interaction Research Center, Shenzhen Institutes of Advanced Technology, Chinese Academy of Sciences ( <a href="#">SIAT</a> ). ♦ Conduct fundamental research on global illumination, volume rendering algorithms and all engineering projects.
<b>Mar.2015-Aug.2015</b>	Intern, Institute of computer graphics and image research, Sichuan University.

## Publications

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- 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

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<b>Mar.2016-Jul.2016</b>	<b>Enhancement Volume Rendering (QT, GLSL, CUDA, C++)</b> New methods enhance local details of volume data under global illumination. For more details: <a href="#">Click me!</a> Major works:
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- ◆ Design and implement the algorithms and rendering engine.
  - ◆ Research for related works and write the academic paper.
  - ◆ Communicate with the advisor, co-authors.

<b>Aug.2015-Mar.2016</b>	<b>Intelligent 3D Ultrasound Rendering Platform (QT, GLSL, CUDA, C++)</b> 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: <a href="#">Click me!</a> Major works: <ul style="list-style-type: none"><li>◆ Implement the visualization platform</li><li>◆ Research and improve the algorithms</li></ul>
<b>Mar.2015-Jul.2015</b>	Customer Relationship Management (CRM) System for Railway and Airline Major works: <ul style="list-style-type: none"><li>◆ Design and implement whole system</li></ul>
<b>Apr.2014-Mar.2015</b>	<b>Code Presenter Pro</b> A powerful and light tool, giving stunning code demos in presentations. The App is <b>1st Place Winner</b> of Apps for Office Challenge in <b>Imagine Cup 2014 World Finals, Seattle</b> and more than <b>10 thousand</b> people download it. For more details: <a href="#">Click me!</a> Major works: <ul style="list-style-type: none"><li>◆ Team leader, design the project and implement several modules</li></ul>
<b>Jul.2013-Jan.2014</b>	Sentiment Analysis System (MFC, PHP, C++) A system which could analyze the sentiment of a sentence input by the writer. This project won the First Prize in China International Software Design and Application Competition. Major works: <ul style="list-style-type: none"><li>◆ Team leader, design and implement the algorithms</li></ul>
<b>Mar.2013-Jul.2013</b>	A Game based on Eye Movement Recognition (OpenCV, OpenGL ES, Java) Project granted by Students' Innovation and Entrepreneurship Training Program. A Maze Game which user can use eye to control the game. Major works: <ul style="list-style-type: none"><li>◆ Design and implement the algorithms</li></ul>

## Awards

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<b>2016</b>	<b>Outstanding Graduates of Sichuan Province(3/370);</b> Outstanding Graduates; Outstanding Graduation Project; Outstanding Engineer
<b>2015</b>	The 3rd Scholarship; Outstanding Student



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**2014 The 1st Scholarship(8/370);** 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**

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