Jun Xing (邢骏)

junxnui@gmail.com, http://junxnui.github.io

RESEARCH

My research focuses on Computer Graphics and Human Computer Interaction. I have broad interest in machine/deep learning for text, image and video analysis and generation, VR/AR for content creation, and UI/UX design. In particular, I am interested in analyzing the repetitions in human-centered activities, such as painting and writing, and providing online "intelligent" suggestions, via a natural interface, to reduce manual labor while improving quality and performance.

EDUCATION

PhD, Computer Science **2012.09－2016.12**

University of Hong Kong, Dept. of Computer Science

Advised by Dr. Li-Yi Wei

Bachelor, Electronic Engineering and Information Science **2008.09－2012.06**

University of Science and Technology of China (USTC), Dept. of Electronic Engineering and Information Science

GPA: 3.85/4.3

WORK EXPERIENCE

University of Southern California, Postdoc in Vision and Graphics Group of ICT, Los Angeles **2017.05－present**

Adobe, Procedural Imaging Group intern, San Jose **2016.07－2016.09**

Autodesk Research, UI Graphics research intern in the UI Group, Toronto **2016.01－2016.04**

Microsoft Research Asia, Graphics research intern in the Visual Computing Group, Beijing **2014.12－2015.04**

PUBLICATIONS

- Mengqi Peng, **Jun Xing**, Li-Yi Wei. Autocomplete 3D Sculpting. arXiv:1703.10405 [cs.GR].
- **Jun Xing**, Rubaiat Habib Kazi, Tovi Grossman, Li-Yi Wei, Jos Stam, George Fitzmaurice. Energy-Brushes: Interactive Tools for Illustrating Stylized Elemental Dynamics. UIST 2016.
- **Jun Xing**, Li-Yi Wei, Takaaki Shiratori, and Koji Yatani. Autocomplete Hand-drawn Animations. ACM Transactions on Graphics (TOG), Proceedings of ACM SIGGRAPH Asia 2015.
- **Jun Xing**, Hsiang-Ting Chen and Li-Yi Wei. Autocomplete Painting Repetitions. ACM Transactions on Graphics (TOG), Proceedings of ACM SIGGRAPH Asia 2014.

MORE RESEARCH EXPERIENCE

Autocomplete VR painting **2016.07－present**

The goal is to handle different types of repetitions in VR painting, including the detail decorative strokes, the surface strokes, and even higher-level scaffold, in a simple and general framework.

3D Campus **2011.11－2012.06**

Outstanding Bachelor's Thesis Award, USTC

Designed a 3D campus system to help people visit USTC more realistically. The virtual campus supports functions like 3D wandering, navigation, and index, etc.

Ray Tracing **2011.10－2012.01**

Training

After reading the book of "An Introduction to Ray Tracing" by Glassner, I traced the animated BART scenes, which includes scenes of Kitchen, Museum, and Robots.

Super-resolution of A Single Image **2011.05－2011.11**

Outstanding Undergraduate Research Project, USTC

Proposed new algorithm called "Super-resolution via spectral matting", with state-of-the-art performance both visually and qualitatively in PNSR. This project is finished when I was a research assistant in Institute of Statistical Signal Processing, USTC.

ACADEMIC SERVICE

Reviewer: PG 2015, 2016, IEEE Computer Graphics and Applications 2016, CHI 2017, Computer & Graphics 2017, IEEE Transactions on Cognitive and Developmental Systems.

PROFESSIONAL SKILLS

Designer: algorithm, system, UI/UX

Programmer: C/C++, Qt, Java, OpenGL/CV/VR

Artist: digital painting, hand-drawn animation, video

AWARDS

Excellent intern of Stars of Tomorrow Internship Program, Microsoft Research Asia (MSRA)	**2015**
HKU University Postgraduate Fellowships (UPF), HKU	**2012－2015**
Outstanding undergraduate, USTC	**2012**
Outstanding undergraduate research project, USTC	**2011**
Second prize in Mathematical Contest in Modeling	**2011**
National Scholarship, Ministry of Education, P.R.China	**2011**
National Inspirational Scholarship, Ministry of Education, P.R.China	**2009, 2010**
Outstanding Students Scholarship, USTC	**2008, 2009**