Jun XING

Email: junxnui@gmail.com

Homepage: http://i.cs.hku.hk/~jxing/

Room 412, CB, Dept. of Computer Science,

The University of Hong Kong

Education Background

2012.09 - present PhD candidate, Dept. of Computer Science, The University of Hong Kong
2008.09 - 2012.06 Bachelor's Degree, Dept. of Electronic Engineering and Information Science
University of Science and Technology of China (USTC)
GPA:3. 85/4.3

Research Areas

My research is focus on Computer Graphics and Human Computer Interaction. In particular, I am interested in analyzing the repetitions in human-centered activities, such as painting and writing, and providing online "intelligent" suggestions to reduce manual labor while improving quality and performance.

Publications

[1] **Jun Xing**, Hsiang-Ting Chen and Li-Yi Wei, "Autocomplete Painting Repetitions", accepted by SIGGRAPH Asia 2014.

Research Projects

2014.12-2015.06 (expected): Autocomplete Animation Repetitions
Intern project in Microsoft Research Asia

- Design an interactive sketch-based animation system that auto-completes tedious repetitions between keyframes, while preserving temporal coherence and maintaining natural flows. This project follows the line of my previous work.

2013.01-2014.05: Autocomplete Painting Repetitions
Published in SIGGRAPH Asia 2014. First author, supervised by Li-Yi Wei, HKU

- Designed an interactive digital painting system that auto-completes tedious repetitions while preserving nuanced variations and maintaining natural flows. This is my first step in analyzing human-centered activities, and it shows great potential of this line of research.
- Find more details about this work under https://www.youtube.com/watch?v=m7MEAw46Ojo, and http://dl.acm.org/citation.cfm?id=2661247.

2011.11-2012.06: 3D modeling of the campus
Research Project, USTC

- Designed a 3D campus system to help people visit USTC more realistically. The virtual campus is constructed from 3D scanning, modeling, texture mapping, to system design, which supports

functions like 3D wandering, navigation, and index, etc.

- In this project, I took in charge of the system design and functions implementation. This project won me the Outstanding Undergraduate of USTC.

2011.10-2012.1: Ray tracing

Training advised by Li-Yi Wei, assistant professor of CS Dep. HKU.

- 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.

2011.05-2011.11: Super-resolution of single image

Research assistant in Institute of Statistical Signal Processing, USTC

- Proposed new algorithm called "Super-resolution via spectral matting", with state-of-the-art performance both visually and qualitatively in PNSR. With this, I won the Outstanding Undergraduate Research Project of USTC.
- Proposed new algorithm "Super-resolution via Multi-level dictionary" by combining K-means and Sparse Representation.

Scholarships and Awards

2012	HKU University Postgraduate Fellowships (UPF), HKU
2012	Outstanding undergraduate of USTC, USTC
2011	National Scholarship, Ministry of Education, P.R.China
2011	Outstanding undergraduate research project, USTC
2009,2010	National Inspirational Scholarship, Ministry of Education, P.R.China
2008,2009	Outstanding Students Scholarship, USTC

Extra-curricular Activities

2009-2012: My first entrepreneurial experience

- I organized and leaded two educational institution groups in both Jiangsu and Anhui Province, China. We gave lessons to both Junior and Senior high school students, and I was in charge of Math teaching.

2011: Contemporary Undergraduate Mathematical Contest in Modeling

- Together with 2 classmates, we anticipated the CUMCM, and won the Second Prize finally.