

Jun Xing (邢骏)

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EDUCATION

PhD candidate, Computer Science

2012.09—present (2016.12)

University of Hong Kong, Dept. of Computer Science

Co-supervised by Prof. Li-Yi Wei and Wenping Wang

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

RESEARCH AREA

My research focuses 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, via a natural interface, to reduce manual labor while improving quality and performance.

PUBLICATIONS

- **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.

RESEARCH EXPERIENCE

Energy-Brushes: Interactive Tools for Illustrating Stylized Elemental Dynamics

2016.01—2016.04

Conditionally accepted by UIST 2016

We present a new animation framework and interactive system that enables artists to design elemental dynamics by sketching the underlying forces with energy brushes to animate drawings and textures.

Autocomplete Hand-drawn Animations

2014.12—2015.05

Published by SIGGRAPH Asia 2015

We present an interactive drawing system that helps users produce animation more easily and in a better quality while preserving manual drawing practices. See live action at <https://www.youtube.com/watch?v=w0YmWiy6sA4>.

Autocomplete Painting Repetitions

2013.01—2014.05

Published by SIGGRAPH Asia 2014

We present an interactive digital painting system that auto-completes tedious repetitions while preserving nuanced variations and maintaining natural flows. See live action at <https://www.youtube.com/watch?v=m7MEAw46Ojo>.

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 advised by Li-Yi Wei

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 PSNR. This project is finished when I was a research assistant in Institute of Statistical Signal Processing, USTC.

WORK EXPERIENCE

Adobe, Graphics research 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

ACADEMIC SERVICE

Reviewer: PG 2015, 2016

SKILLS

Programmer: C/C++, Qt, Java

Designer: algorithm, UI, system

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

National Scholarship, Ministry of Education, P.R.China

2011

Outstanding undergraduate research project, USTC

2011

Second prize in Mathematical Contest in Modeling

2011

National Inspirational Scholarship, Ministry, Education of P.R.China

2009, 2010

Outstanding Students Scholarship, USTC

2008, 2009