# Jun Xing (邢骏)


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University of Hong Kong

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## EDUCATION

**PhD candidate, Computer Science** **2012.09－present**

University of Hong Kong, Dept. of Computer Science

Supervised 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

## 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.

## RESEARCH PROJECTS

**Autocomplete Hand-drawn Animations** **2014.12－2015.05**

*Published in 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 in 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.
- This project contains works in 3D scanning/reconstruction, texture mapping, and system design, and I took in charge of the system design and coding.

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

## PUBLICATIONS

- **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.

## WORK EXPERIENCE

Research intern in the Visual Computing Group of Microsoft Research Asia **2014.12－2015.4**

## SKILLS

Programmer: C/C++, Qt, Java

Designer: algorithm, UI, system

Artist: digital painting, hand-drawn animation, video

## AWARDS

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|---|---|
| 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** |