Jun Xing (邢骏)

junxnui@gmail.com, (+86)15996380819, http://junxnui.github.io

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. Conditionally accepted by 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 PNSR. 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, IEEE Computer Graphics and Applications 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