Jun Xing (邢骏)

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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.
- Finished during my internship in Microsoft Research Asia.
- 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

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**