

# Jingwen Dai

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## CONTACT INFORMATION

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## SUMMARY

- 10+ years' research and development experience in the domain of computer vision, and its applications in human-computer interaction, & virtual/augmented reality.  
- Strong team leadership skills in effective product planning, task oversight and rapid technology transfer, and multi-cultural and multi-national working experience in US, Singapore, Hong Kong and China.

## WORKING EXPERIENCE

**Guangdong Virtual Reality Technology Co., Ltd. (aka. Ximmerse), Shenzhen, China**  
*Co-Founder, Executive Director & CTO* **08/2015 - present**

- Board member and lead the whole R&D and engineering team (40+ scientists and engineers of algorithm, hardware, embedded software, SDK, testing and engineering teams).
- *Products Highlights*
  - 2019 **(AR)** HoloWorld: A mixed reality location-based entertainment (LBE) solution, stay turned.
  - 2019 **(AR)** LENOVO & DISNEY MIRAGE 1.5 with Marvel Dimension of Heros.  
<https://www.lenovo.com/us/en/mirage-ar/>
  - 2019 **(AR)** Rhino X: An all-new mixed reality system is made up of the Rhino X standalone headset and X-Tag based inputs.  
<https://www.ximmerse.com/rhinnox>
  - 2018 **(AR)** Slide-in AR headset with ultra wide FOV and unique computer vision based tracking and interaction technology, enabling 6-DoF headset tracking and 6-DoF peripherals tracking.
  - 2018 **(AR)** VisorX headset, designed for hands-free fun, play and work. Turn the small phone screen into a big screen.  
<https://www.ximmerse.com/visor-x>
  - 2017 **(AR)** LENOVO & DISNEY MIRAGE 1.0 with Star Wars: Jedi Challenges.  
<http://www3.lenovo.com/us/en/jedichallenges/>
  - 2017 **(AR)** 3-DoF controller product for MIRA.  
<https://www.mirareality.com>
  - 2017 **(VR)** 6-DoF outside-in VR controller product for HTC LINK.  
<https://www.htc.com/jp/virtual-reality/link/>
  - 2017 **(VR)** 3-DoF VR controller product for ZEISS VR ONE CONNECT.  
<https://www.zeiss.com/virtual-reality/vr-one-connect.html>
  - 2017 **(VR)** 3-DoF VR controller product for OCCIPITAL BRIDGE.  
<https://bridge.occipital.com>
  - 2017 **(VR)** 3-DoF controller in QUALCOMM HMD Accelerator Program (HAP).  
<https://www.qualcomm.com/news/onq/2017/06/27/shift-mobile-vr-now>
  - 2016 **(VR)** 6-DoF outside-in VR controller in SAMSUNG Accessory Partnership Program (SMAPP).
  - 2016 **(VR)** 3-DoF VR controller solution for XIAOMI MiVR.  
<http://www.mi.com/mivr/>

**Lenovo Research & Technology, Hong Kong**

*Manager & Advisory Researcher, Image & Visual Computing Lab*

**04/2015 - 07/2015**

- Lead of 3D vision group (6 researchers & 4 engineers), contributing total 3D vision solution to Lenovo Mobile BU, depth based applications of refocus, magic cut-out and 3D gadget will be launched in Lenovo VIBE S1 in June 2015.

*Staff Researcher, Image & Visual Computing Lab*

**01/2014 - 03/2015**

- Technical lead of Super Camera group (3 researchers & 6 engineers), delivering intelligent photography solution to Lenovo Mobile BU, real-time smart composition guide feature has been launched in Lenovo VIBE Shot in May 2015.
- Lead of immersive communication group, prototyping next generation video conference system and tele-presence system.
- Key member of FunnyFace project and push face beautification features (the world first successful case in real-time video call) to Lenovo's video call software *YouYue* in March 2014.
- Principal contributor of Lenovo first gaze correction technology for home video conferencing.

### **The University of North Carolina at Chapel Hill, NC, USA**

*Postdoctoral Research Associate, Department of Computer Science*

**11/2012 - 12/2013**

- Research staff in BeingThere Center UNC. Involved in project of mobile animatronics telepresence system and room-size telepresence system.

### **Nanyang Technological University, Singapore**

*UNC Visiting Researcher*

**01/2013 - 12/2013**

- Collaborate with the researchers from ETH Zurich and NTU Singapore to develop next generation telepresence system prototypes.

### **HJTech, Shanghai, China**

*Senior Research Engineer*

**04/2010 - 10/2012**

- In charge of architecture and algorithm design for face identification based immigration clearance system, which will be applied in Shanghai Yangshan Port.
- Involved in algorithm transplantation on embedded system (DaVinci and ARM platform). In charge of algorithm simplification and optimization.

*Co-Founder & CTO*

**03/2009 - 07/2009**

- Co-founded a technology company via funds from venture capital, which is focus on face recognition related products. The core technology is mainly based on my master research works.
- Led the R&D team to optimize face recognition algorithms and develop application software.
- The face identification based products had been applied in many areas: Checking attendance in office buildings and schools in Shanghai; Access control in residences in Shanghai and Jiangsu and in prisons in Jiangsu, Guangdong and Jiangxi.

### **The Chinese University of Hong Kong, Hong Kong**

*Research Assistant, Computer Vision Lab*

**08/2009 - 08/2012**

- Involved in several research projects partially sponsored by Hong Kong Research Grants Council, Qualcomm and CUHK MoE-Microsoft Key Laboratory of Human-Centric Computing and Interface Technologies.
- Research area focused on human-computer interaction in projector-camera system.
- Developed a real-time 6-DOF human head pose estimation system under normal illumination embedded with imperceptible structured codes.
- Developed a natural user interface, making any tabletop surface to which the projection is illuminated become a touch-sensitive computer screen, just by a mere video projector and camera.

*Project Supervisor, Computer Vision Lab*

**03/2010 - 08/2012**

In charge of several projects collaborated with companies, short-time RAs and students.

- ASTRI (R&D Company founded by HK Government): "Real-time 3D scanner".
- Matt Fisher (Exchange Student from UC Berkeley): "User-Friendly ProCam Calibration".
- Tiffany Yip (Short Time RA): "Automatic Facial Feature Points Detection".
- Tao Lin (M.S. Student of CUHK): "Fusing Kinect Depth Map".
- Guijin Zou (Exchange Student from Peking Univ.): "3D Reconstruction from one shot".

### **Shanghai Jiaotong University, Shanghai, China**

- Involved in computer vision group, which is partially sponsored by National Natural Foundation of China and Program for New Century Excellent Talents of Ministry of Education, China.
- Research area focused on face detection, face tracking and face recognition.
- Developed a real-time face recognition system independently, which is the foundation for HJTech products.

## EDUCATION

**The Chinese University of Hong Kong (CUHK), Hong Kong**

08/2009 - 09/2012

*Ph.D. in Computer Vision, Department of Mechanical and Automation Engineering*

- PhD Thesis: "Use of Projector-Camera System for Human-Computer Interaction"
- GPA: 3.8/4.0

**Shanghai Jiaotong University (SJTU), Shanghai, China**

09/2006 - 03/2009

*M.E. in Robotics, Department of Automation*

- Master Thesis: "The Fundamental Research of Practical Face Recognition System"
- Major GPA: 3.7/4.0, Top 5%

## PUBLICATIONS

**Thesis**

- J. Dai, Use of Projector-Camera System for Human-Computer Interaction, *PhD Thesis*, The Chinese University of Hong Kong, September 2012.
- J. Dai, The Fundamental Research of Practical Face Recognition System, *Master Thesis (in Chinese)*, Shanghai Jiao Tong University, January 2009.

**Journal Paper**

- G. Yu, Y. Hu and J. Dai, TopoTag: A Robust and Scalable Topological Fiducial Marker System, *Submitted to IEEE Transactions on Visualization and Computer Graphics*, 2019.
- J. Dai and R. Chung, Touchscreen Everywhere: On Transferring a Normal Planar Surface to a Touch-Sensitive Display, *IEEE Transactions on System, Man and Cybernetics, Part B*, 44(8):1383-1396, 2014.
- J. Dai and R. Chung, Embedding Invisible Codes into Normal Video Projection: Principle, Evaluation and Applications, *IEEE Transactions on Circuit and System for Video Technology*, 23(12):2054-2066, 2013.
- J. Dai, D. Liu and J. Su, The Method of Rapid Eye Localization Based on Projection Peak, *Pattern Recognition and Artificial Intelligence (in Chinese, Indexed by EI)*, 22(4):605-609, 2009.

**Conference Paper**

- J. Dai, G. Welch and H. Fuchs, Encumbrance-free Shader Lamps Avatars for Tele-presence, *In Preparation*.
- Z. Lu, Y. Hu, and J. Dai, WatchAR: 6-DoF Tracked Watch for AR Interaction, *In Proc. of IEEE International Symposium on Mixed and Augmented Reality - Demo (ISMAR'19)*, 2019.
- Y. Hu, J. Ren, J. Dai, C. Yuan, L. Xu and W. Wang, Deep Multimodal Speaker Naming, *In Proc. of The 23rd Annual ACM International Conference on Multimedia (MM'15)*, 2015.
- J. Dai and R. Chung, Sensitivity Evaluation of Embedded Code Detection in Imperceptible Structured Light Sensing, *In Proc. of IEEE Winter Vision Meetings - Workshop on Robot Vision (WoRV'13)*, pages 34-39, 2013.
- J. Dai and R. Chung, Making Any Planar Surface into a Touch-sensitive Display by a Mere Projector and Camera, *In Proc. of 25th IEEE Conference on Computer Vision and Pattern Recognition (CVPR'12) - Workshop (PROCAMS'12)*, pages 35-42, 2012.
- J. Dai and R. Chung, On Making Projector both a Display Device and a 3D Sensor, *In Proc. of The 8th International Symposium on Visual Computing (ISVC'12)*, pages 654-664, 2012.
- J. Dai and R. Chung, Combining Contrast Saliency and Region Discontinuity for Precise Hand Segmentation in Projector-Camera System, *In Proc. of The 21st International Conference on Pattern Recognition (ICPR'12)*, pages 2161-2164, 2012.
- J. Dai and R. Chung, Embedding Imperceptible Codes into Video Projection and Applications in Robotics, *In Proc. of IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS'12)*, pages 4399-4404, 2012.
- J. Dai and R. Chung, Head pose estimation by imperceptible structured light sensing, *In Proc. of IEEE International Conference on Robotics and Automation (ICRA'11)*, pages 1646-1651, 2011.
- J. Dai, D. Liu and J. Su, Projection Peak Analysis for Rapid Eye Localization, *In Proc. of*

*The International Conference on Computer Vision Theory and Applications(VISAPP'09)*, pages 315-320, 2009.

- F. Yang, J. Dai and D. Liu, A novel eye localization method based on spectral residual model, *In Proc. of The 7th World Congress on Intelligent Control and Automation(WCICA'08)*, pages 6773-6777, 2008.
- F. Yang, J. Su and J. Dai, Fast Quality Assessment of Face Images for Face Recognition, *In Proc. of The 27th Chinese Control Conference(CCC'08)*, pages 531-535, 2008.

HONORS  
& AWARDS

<b>Peacock Plan (Level C) of Shenzhen</b>	<b>2016</b>
<b>FY14/15 Excellent Performance Employee of Lenovo R&amp;T</b>	<b>2015</b>
<b>FY14/15 Outstanding Team Award(Super Camera) of Lenovo R&amp;T</b>	<b>2015</b>
<b>FY14/15 1H Excellent Performance Employee of Lenovo R&amp;T</b>	<b>2014</b>
<b>FY14/15 1H Excellent Project Team (Super Camera) of Lenovo R&amp;T</b>	<b>2014</b>
<b>Individual Instant Award of Lenovo R&amp;T</b>	<b>2014</b>
<b>Postgraduate Fellowship of The Chinese University of Hong Kong</b>	<b>2009-2012</b>
<b>Excellent Student of Shanghai Jiaotong University</b>	<b>2008</b>
<b>Kwang-Hua Scholarship of Shanghai Jiaotong University</b>	<b>2008</b>
<b>Excellent League Member of Shanghai Jiaotong University</b>	<b>2007</b>
<b>JIDIAN Electronics Technology Scholarship of Shanghai Jiaotong University</b>	<b>2007</b>
<b>Full Tuition Scholarship of Shanghai Jiaotong University</b>	<b>2006-2009</b>