# Kangxue Yin

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## *Research Interests*

Geometric Modeling, Shape Generation, Point-based Graphics, Geometric Deep Learning, etc.

## *Education and Employment*

- Sep. 2015 - now
  Ph.D. Student in Computer Science, Simon Fraser University
  Advisor: Prof. *Hao (Richard) Zhang*
  Committee: Prof. *Hui Huang*, Prof. *Daniel Cohen-Or*
- Jul. 2012 - Aug. 2015
  Research Assistant,
  Shenzhen Institutes of Advanced Technology, Chinese Academy of Sciences
- Sep. 2008 - Jul. 2012
  Bachelor in Software Engineering, Chang'an University

## *Publications*

[1]. P2P-NET: Bidirectional Point Displacement Net for Shape Transform.
**K. Yin**, H. Huang, D. Cohen-or, H. Zhang.
ACM Transactions on Graphics 37(4)(Special Issue of SIGGRAPH 2018 ).

[2]. A Sampling Approach to Generating Closely Interacting 3D Pose-pairs from 2D Annotations.
**K. Yin**, H. Huang, E. Ho, H. Wang, T. Komura, D. Cohen-Or, H. Zhang.
IEEE Transactions on Visualization and Computer Graphics, 2018.

[3]. Full 3D Plant Reconstruction via Intrusive Acquisition.
**K. Yin**, H. Huang, P. Long, A. Gaissinski, M. Gong, A. Sharf.
Computer Graphics Forum 34(2), 2016.

[4]. Generalized Cylinder Decomposition.
Y. Zhou**, K. Yin**, H. Huang, H. Zhang, M. Gong, D. Cohen-Or.
ACM Transactions on Graphics 34(6) (Special Issue of SIGGRAPH ASIA 2015 ).

[5]. Morfit: Interactive Surface Reconstruction from Incomplete Point Clouds with Curve-Driven Topology and Geometry Control.
**K. Yin**, H. Huang, H. Zhang, M. Gong, D. Cohen-or, B. Chen.
ACM Transactions on Graphics 33(6) (Special Issue of SIGGRAPH ASIA 2014).

[6]. “Mind the Gap”: Tele-Registration for Structure-Driven Image Completion.
H. Huang**, K. Yin**, M. Gong, D. Lischinski, D. Cohen-Or, U. Ascher, B. Chen.
ACM Transactions on Graphics 32(6) (Special Issue of SIGGRAPH ASIA 2013).

## *Teaching Experiences*

CMPT 102 – Introduction to Scientific Computer Programming (Fall 2018, TA)

CMPT 225 – Data Structures and Programming (Summer 2016, TA)

CMPT 767 – Visualization (Fall 2018, TA)

## *Technical Skills*

Programming - C/C++, Python, Matlab, TensorFlow, CUDA, etc.

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| Software | - Photoshop, Premiere, Illustrator, ParaView, KeyShot, etc. |

## *Selected Honors*

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| Chinese Government Award for Outstanding Self-finance Students Abroad | 2018 |
| Adobe Research Fellowship Finalist | 2018 |
| SFU Graduate Fellowship | SFU, 2016~17 |
| Faculty of Applied Sciences Graduate Fellowship | SFU, 2016~17 |
| Computing Science Graduate Fellowship | SFU, 2015~16, 2016~17, 2017~18 |
| Special Graduate Entrance Scholarship | SFU, 2015 |
| Annual Excellent Employee Award | SIAT@CAS, 2013, 2014 |
| 2nd Prize in NVIDIA GPU Programming Contest | NVIDIA China, 2011 |
| 3nd Prize in NVIDIA GPU Programming Contest | NVIDIA China, 2010 |
| Honorable Mention in NVIDIA GPU Programming Contest | NVIDIA China, 2009 |
| National Encouragement Scholarship | 2010~11 |
| Top Class Scholarship awarded by Chang'an University | 2009~10 |