

# 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.

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

### ***Selected Honors***

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
3rd Prize in NVIDIA GPU Programming Contest	NVIDIA China, 2010