

Yu-Ting Wu

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Research Interests

- Computer graphics, computational photography, computer vision, augmented/virtual reality, machine learning

Education

- **National Taiwan University** Taipei, Taiwan
Ph.D. in Computer Science
Advisor: Yung-Yu Chuang
Dissertation: Sampling and Reconstruction Techniques for Efficient Monte Carlo Rendering
Sep. 2009 - June 2014
- **National Chiao Tung University** Hsinchu, Taiwan
Master in Computer Science
Advisor: Zen-Chung Shih
Thesis: Visibility-Guided Importance Sampling
Sep. 2007 - June 2009
- **National Chiao Tung University** Hsinchu, Taiwan
Bachelor in Computer Science
Rank 1st in class, 7 times Academic Excellence Award (top 5%)
Member of Phi-Tau-Phi Scholastic Honor Society in 2007
Sep. 2003 - June 2007

Experiences

- **Postdoctoral researcher - National Taiwan University**, Taipei, Taiwan *Feb. 2020 - Present*
Host: Yung-Yu Chuang
- **Senior Algorithm Developer - Toppano Inc. (startup)**, Taipei, Taiwan *May 2018 - Jan. 2020*
- **Principal Engineer - HTC Inc.**, New Taipei City, Taiwan *Sep. 2014 - Apr. 2018*
- **Summer Intern - Digimax Inc.**, Taipei, Taiwan *July 2011 - Sep. 2011*
- **Teaching Assistant - National Taiwan University**, Taipei, Taiwan
 - Digital Image Synthesis (Rendering) *Sep. 2013 - Jan. 2014*
 - Digital Image Synthesis (Rendering) *Sep. 2012 - Jan. 2013*
 - Digital Image Synthesis (Rendering) *Sep. 2011 - Jan. 2012*
 - Digital Image Synthesis (Rendering) *Sep. 2010 - Jan. 2011*
 - Digital Image Synthesis (Rendering) *Sep. 2009 - Jan. 2010*
- **Teaching Assistant - National Chiao Tung University**, Hsinchu, Taiwan
 - Computer Graphics *Sep. 2008 - Jan. 2009*

Publications

- **ClipFlip: Multi-view Clipart Design**
I-Chao Shen, Kuan-Hung Liu, Li-Wen Su, Yu-Ting Wu, Bing-Yu Chen
In Computer Graphics Forum, volume 40, number 1, page 327-340, February 2021
SCI, JCR 2021 IF: to appear
- **Dual-Matrix Sampling for Scalable Translucent Material Rendering**
Yu-Ting Wu, Tzu-Mao Li, Yu-Hsun Lin, Yung-Yu Chuang
In IEEE Transactions on Visualization and Computer Graphics (TVCG), volume 21, number 3, page 363-374, March 2015
SCI, JCR 2015 IF: 1.400, Computer Science, Software Engineering, Rank 25 of 106, Q1

- **VisibilityCluster: Average Directional Visibility for Many-Light Rendering**
Yu-Ting Wu, Yung-Yu Chuang
In IEEE Transactions on Visualization and Computer Graphics (TVCG), volume 19, number 9, page 1566-1578, September 2013.
SCI, JCR 2013 IF: 1.919, Computer Science, Software Engineering, Rank 13 of 105, Q1
- **SURE-based Optimization for Adaptive Sampling and Reconstruction**
Tzu-Mao Li, Yu-Ting Wu, Yung-Yu Chuang
In ACM Transactions on Graphics (Proceedings of ACM SIGGRAPH Asia 2012), volume 31, number 6, article 194, Singapore, November 2012. *(selected as a highlight paper by the chair)*
SCI, JCR 2012 IF: 3.361, Computer Science, Software Engineering, Rank 1 of 105, Q1

Workshop Papers, Short Papers, Posters

- **VisibilityChunk: Average Directional Visibility for Importance Sampling**
Yu-Ting Wu, Yung-Yu Chuang
In ACM SIGGRAPH Asia 2012 Poster, article 44, Singapore, November 2012 *(selected as a highlight poster by the chair)*
- **Improved Reflective Shadow Maps with Visibility Approximation**
Mifan Bang, Yu-Ting Wu, Yung-Yu Chuang
In Computer Graphics Workshop (CGW), Taipei Taiwan, July 2011
- **Horizon Occlusion Culling for 3D Navigation**
Yun-Feng Chou, Yu-Ting Wu, Shiang-Chun Chang, Mu-Heng Li, I-Chen Lin, Zen-Chung Shih, Rung-Ren Lin
In International Workshop on Advanced Image Technology (IWAIT) 2008 Poster, Hsinchu, Taiwan

Patents

- **Electronic device, method for displaying an augmented reality scene and non-transitory computer-readable medium**
Yu-Ting Wu, Ching-Yang Chen
ROC Patent No: I711966, December 01, 2020
US Patent No: 10636200, April 28, 2020
- **Virtual reality device, image processing method, and non-transitory computer-readable medium**
Yu-Ting Wu, Chun-Wen Cheng, Ching-Yang Chen
ROC Patent No: I684163, February 01, 2020
- **Three-dimensional modeling method and electronic apparatus thereof**
Sheng-Jie Luo, Liang-Kang Huang, Yu-Ting Wu, Tung-Peng Wu
US Patent No: 10152827, December 11, 2018

Selected Projects

- **Stylized 3D Face Reconstruction with GAN**, *National Taiwan University* *Mar. 2021 - Present*
- **Rendering with Reinforcement Learning**, *National Taiwan University* *Mar. 2020 - Present*
- **Learning to Enhance Document Images**, *National Taiwan University* *Mar. 2020 - Feb. 2021*
- **Inception - Virtual Studio System**, *Toppano Inc.* *May 2018 - Jan. 2020*
 - A powerful virtual studio system with several features: RGB-D video enhancement, real-time matting, virtual lighting augmentation, and mixed reality preview
 - Support Unity and Unreal Engine
- **LightProbeGen - AR/MR Lighting Tool**, *HTC Inc.* *Oct. 2017 - Mar. 2018*
 - An intuitive tool for generating realistic, real-world lighting for AR/MR applications using HTC VIVE
 - Patent invention: ROC Patent No: I71196, US Patent No: 106362.

- **TrueColor - VR Game**, *HTC Inc.*, [Link] *Apr. 2017 - Mar. 2018*
 - An interesting VR game for spray painting and pen drawing
 - Patent invention: ROC Patent No: I684163.
- **Arcade Saga - VR Game**, *HTC Inc.*, [Link] *Apr. 2016 - Mar. 2017*
 - The first exclusive VR game for HTC VIVE
- **3D Face Reconstruction from a Single Image**, *HTC Inc.* *Sep. 2014 - Aug. 2015*
 - Patent invention: US Patent No: 10152827.

Professional Services

- **Reviewer for International Conference and Workshop**
 - IEEE Conference on Computer Vision and Pattern Recognition (CVPR)
 - European Conference on Computer Vision (ECCV)
 - International Conference in Central Europe on Computer Graphics, Visualization and Computer Vision (WSCG)
 - Asia-Pacific Workshop on Mixed and Augmented Reality (APMAR)
- **Reviewer for International Journals**
 - The Visual Computer (TVC)
 - Journal of Information Science and Engineering (JISE)
- **Invited Talks**
 - **Virtual Reality: Technology and Content Development**, *May 2016*
National Cheng Kung University, Tainan, Taiwan
 - **Virtual Reality: Technology and Content Development**, *May 2016*
Yuan Ze University, Taoyuan, Taiwan
 - **Introduction to Physically-Based Ray Tracing**, *Dec. 2013*
Industrial Technology Research Institute (ITRI), Hsinchu, Taiwan