

# Yu-Ting Wu

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## Research Interests

- Computer graphics, computer vision, extended reality (VR/AR/MR), image processing, GPU programming, artificial intelligence

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## Education

- **National Taiwan University** Taipei, Taiwan  
*Ph.D. in Computer Science* Sep. 2009 - June 2014  
Advisor: Yung-Yu Chuang  
Dissertation: Sampling and Reconstruction Techniques for Efficient Monte Carlo Rendering
- **National Chiao Tung University** Hsinchu, Taiwan  
*Master in Computer Science* Sep. 2007 - June 2009  
Advisor: Zen-Chung Shih  
Thesis: Visibility-Guided Importance Sampling
- **National Chiao Tung University** Hsinchu, Taiwan  
*Bachelor in Computer Science* Sep. 2003 - June 2007  
Rank 1<sup>st</sup> in class, 6 times Academic Excellence Award (top 5%)  
Honorary Member of Phi-Tau-Phi Scholastic Honor Society in 2007

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## Academic Experience

- **Assistant Professor - National Taipei University**, New Taipei City, Taiwan Feb. 2022 - Now  
– Department: Computer Science and Information Engineering
- **Postdoctoral researcher - National Taiwan University**, Taipei, Taiwan Feb. 2020 - Jul. 2021  
– Host: Yung-Yu Chuang
- **Teaching Assistant - National Taiwan University**, Taipei, Taiwan  
– Digital Image Synthesis (Rendering, 5 times) Sep. 2009 - Jan. 2014
- **Teaching Assistant - National Chiao Tung University**, Hsinchu, Taiwan  
– Computer Graphics Sep. 2008 - Jan. 2009

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## Industry Experience

- **Technical Manager - MediaTek Inc.**, Taipei, Taiwan Sep. 2021 - Jan. 2022
- **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

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## Publications

- **StylePart: Image-based Shape Part Manipulation**  
I-Chao Shen, Li-Wen Su, **Yu-Ting Wu**, Bing-Yu Chen  
The Visual Computer, April 2024.  
[ SCI, JCR 2023 IF: 3.000, Computer Science, Software Engineering, Ranking 28.24% ]
- **Improving Cache Placement for Efficient Cache-based Rendering**  
**Yu-Ting Wu\***, I-Chao Shen (\*: the corresponding author)  
The Visual Computer, January 2024.  
[ SCI, JCR 2023 IF: 3.000, Computer Science, Software Engineering, Ranking 28.24% ]

- **360MVSNet: Deep Multi-view Stereo Network with 360° Images for Indoor Scene Reconstruction**  
Ching-Ya Chiu, **Yu-Ting Wu**, I-Chao Shen, Yung-Yu Chuang  
In Proceedings of IEEE/CVF Winter Conference on Applications of Computer Vision (WACV) 2023, Waikoloa, Hawaii, January 2023.
- **StyleFaceUV: a 3D Face UV Map Generator for View-Consistent Face Image Synthesis**  
Wei-Chieh Chung\*, Jian-Kai Zhu\*, I-Chao Shen, **Yu-Ting Wu**, Yung-Yu Chuang (\*: joint first authors)  
In Proceedings of British Machine Vision Conference (BMVC) 2022, London, UK, November 2022.
- **ScannerNet: A Deep Network for Scanner-Quality Document Images under Complex Illumination**  
Chih-Jou Hsu, **Yu-Ting Wu**, Ming-Sui Lee, Yung-Yu Chuang  
In Proceedings of British Machine Vision Conference (BMVC) 2022, London, UK, November 2022.
- **Learning to Cluster for Rendering with Many Lights**  
Yu-Chen Wang, **Yu-Ting Wu\***, Tzu-Mao Li, Yung-Yu Chuang (\*: the corresponding author)  
ACM Transactions on Graphics (Proceedings of ACM SIGGRAPH Asia 2021), volume 40, number 6, article 277, Tokyo, Japan, December 2021.  
[ SCI, JCR 2021 IF: 7.403, Computer Science, Software Engineering, Ranking 8.18% ]
- **Multi-Resolution Shared Representative Filtering for Real-Time Depth Completion**  
**Yu-Ting Wu**, Tzu-Mao Li, I-Chao Shen, Hong-Shiang Lin, Yung-Yu Chuang  
In Proceedings of High-Performance Graphics (HPG) 2021, Online, July 2021.
- **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: 2.363, Computer Science, Software Engineering, Ranking 48.18% ]
- **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, Ranking 23.58% ]
- **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, Ranking 12.38% ]
- **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, Ranking 0.95% ]

## Preprints, Workshop Papers, Short Papers, Posters

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- **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 2011), 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 2008 Poster, Hsinchu, Taiwan, January 2008.

## Patents

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- **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

## Grants

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- **Photo-realistic Rendering Algorithms for Extended Reality and Mobile Devices (2/2)**, *NSTC*, PI, Aug. 2023 - Jul. 2024
- **Photo-realistic Rendering Algorithms for Extended Reality and Mobile Devices (1/2)**, *NSTC*, PI, Aug. 2022 - Jul. 2023

## Honors and Awards

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- Teaching Excellence Award, National Taipei University (top 4%), 2023
- Annual Excellent Advisor, National Taipei University, 2023
- 3rd place in Undergraduate Project Contest 2023 (as an advisor), National Taipei University, 2023
- Highlight Paper, SIGGRAPH Asia 2012
- Highlight Poster, SIGGRAPH Asia 2012 Poster
- Honorary Member, Phi-Tau-Phi Scholastic Honor Society, 2007
- Academic Excellence Award, National Chiao Tung University, Fall 2007
- Master Freshman Scholarship, National Chiao Tung University, 2007
- 3rd place in Communication Competition Contest, Ministry of Education, 2006
- 2nd place in Computer Science Project Competition, National Chiao Tung University, 2006
- Academic Excellence Award, National Chiao Tung University, Fall 2006
- Academic Excellence Award, National Chiao Tung University, Spring 2006
- Academic Excellence Award, National Chiao Tung University, Fall 2005
- Academic Excellence Award, National Chiao Tung University, Spring 2005
- Academic Excellence Award, National Chiao Tung University, Fall 2004
- Academic Excellence Award, National Chiao Tung University, Spring 2004
- Academic Excellence Award, National Chiao Tung University, Fall 2003

## Products

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- **Inception - Virtual Studio System**, *Toppano Inc.* *May 2018 - Jan. 2020*  
A virtual studio system implemented upon Unity and Unreal Engine with the following features: RGB-D video enhancement, real-time matting, virtual lighting augmentation, and mixed reality preview
- **TrueColor - VR Game**, *HTC Inc.*, [Link] *Apr. 2017 - Mar. 2018*  
An VR game of spray painting and pen drawing

- **Arcade Saga - VR Game**, *HTC Inc.*, [Link] *Apr. 2016 - Mar. 2017*  
The first exclusive VR game for HTC VIVE
- **3D Face Reconstruction**, *HTC Inc.* *Sep. 2014 - Aug. 2015*  
A face reconstruction algorithm that can generate the 3D model of the face from a single image

## Professional Services

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- **Reviewer**
  - SIGGRAPH 2024, CVPR 2024, CVPR 2023 (Emergency), ACCV 2022 (Emergency), ICCV 2021, APMAR 2021, CVPR 2020, ECCV 2020 (Emergency), WSCG 2013, IEEE TMM, TVC, JISE
- **Invited Talk**
  - **Virtual Reality: Technology and Content Development**, *May 2016*  
National Cheng Kung University, Tainan, Taiwan  
Yuan Ze University, Taoyuan, Taiwan
  - **Introduction to Physically-Based Ray Tracing**, *Dec. 2013*  
Industrial Technology Research Institute (ITRI), Hsinchu, Taiwan

## References

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- **Yung-Yu Chuang**  
Distinguished Professor, National Taiwan University  
cyy@csie.ntu.edu.tw
- **Bing-Yu Chen**  
Distinguished Professor, National Taiwan University  
robin@ntu.edu.tw
- **Zen-Chung Shih**  
Professor, National Chiao Tung University  
zcshih@cs.nctu.edu.tw
- **Tzu-Mao Li**  
Assistant Professor, University of California San Diego  
tzumao@mit.edu