

Luming Ma

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Research Interests

- 📌 **Computer Graphics.** Facial performance reconstruction and animation in real-time.
- 📌 **Computer Vision.** Learning based face and body tracking.

Employment History

- 2012 – 2015 📌 **Lead Software Engineer.** BlueTorchSoft, Shenyang, China.
- 2011 – 2012 📌 **Senior Softwar Engineer.** NeuSoft, Shenyang, China.
- 2010 – 2011 📌 **Senior Softwar Engineer.** HalfQuest Technology, Beijing, China.
- 2008 – 2010 📌 **Softwar Engineer.** TournamentOne, Stamford, U.S.

Education

- 2015 – Present 📌 **Ph.D.** Computer Science, University of Houston, U.S.
- 2006 – 2008 📌 **M.S.** Computer Science, University of Bridgeport, U.S.
- 2002 – 2006 📌 **B.S.** Software Engineering, Northeastern University, China.

Publications

Journal Articles

- 1 📌 **Ma, L. & Deng, Z. (2018).** Real-time facial expression transformation for monocular rgb video. *Accepted to Computer Graphcis Forum*. doi:10.1111/cgf.13586

Teaching

- Fall 2018 📌 **Interactive Computer Graphics.** Lectures on OpenGL Programming, CUDA Programming, Images and Perspective.
- Spring 2017 📌 **Computer Graphics .** Lectures on OpenGL Programming.

Talks

- 10.24.2018 📌 **Real-time Facial Expression Reconstruction and Transformation from Video.** Computer Science Focus on Research, University of Houston

Skills

- Coding 📌 C++, CUDA, Python, C#, Java, Actionscript.
- Languages 📌 Strong reading, writing and speaking competencies for English, Mandarin Chinese.
- Tools 📌 OpenGL, OpenCV, Tensorflow, Unity3D, Maya, Premier, Illustrator, Flash, \LaTeX .