

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 Software Engineer.** NeuSoft, Shenyang, China.
- 2010 – 2011 ■ **Senior Software Engineer.** HalfQuest Technology, Beijing, China.
- 2008 – 2010 ■ **Software 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

- 1 Ma, L. & Deng, Z. (2019). Real-time hierarchical facial performance capture. *Proc. of ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D)*.
- 2 Ma, L. & Deng, Z. (2018). Real-time facial expression transformation for monocular rgb video. *Computer Graphics 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.

Skills

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