Luming Ma

✉ balokume@gmail.com
🌐 https://lumingma.github.io/
🔗 https://www.linkedin.com/in/lumingma/

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 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.

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.