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

1 **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, Tensorflow, Unity3D, Maya, Premier, Illustrator, Flash, LaTeX.