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Luming Ma

Objective

Seeking for Summer Intern position as Software Engineer/Researcher

Education

2015–present **Ph.D**, *Computer Science*, University of Houston, Houston, TX.

2006–2008 **M.S.**, *Computer Science*, University of Bridgeport, Bridgeport, CT.

2002–2006 **B.S.**, *Software Engineering*, Northeastern University, Shenyang, China.

Research Experience

2015–present **Computer Graphics & Interactive Media Lab**, *University of Houston.*

- Developed real-time system to capture albedo, lighing and wrinkle-level geometry of facial performance on RGB video via shape-from-shading optimization.
- Developed automatic real-time method to photo-realistically transform facial expressions from RGB video using Cycle-GAN model.
- Developing automatic real-time method to photo-realistically swap the face from a single source image to a target video of a different identity.

Work Experience

2012–2015 **Lead Software Engineer**, *BlueTorchSoft Ltd*, Shenyang, China.

- Developed 3D multi-player action game and dancing game on mobile platforms and web browsers.

2011–2012 **Senior Software Engineer**, *Neusoft Corporation*, Shenyang, China.

- Developed cloud health management and diagnosis system for http://www.xikang.com/.

2010–2011 **Senior Software Engineer**, *HalfQuest Technology Ltd*, Beijing, China.

- Developed 2.5D business simulation flash game on Facebook.

2008–2010 **Software Engineer**, *TournamentOne Corp*, Stamford, CT.

- Developed several Flash desktop and online games including horse racing, poker, keno and slot games.

Skills

Coding C++, CUDA, Python, C#, Java, Actionscript

Tools OpenGL, OpenCV, DirectX, Tensorflow, Unity3D, Maya, Flash

Publications

[1] Luming Ma and Zhigang Deng. "Real-time Hierarchical Facial Performance Capture". In: *Symposium on Interactive 3D Graphics and Games (I3D)* (2019).

[2] Luming Ma and Zhigang Deng. "Real-Time Facial Expression Transformation for Monocular RGB Video". In: *Computer Graphcis Forum* (2018).