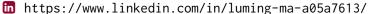
Luming Ma

balokume@gmail.com

https://lumingma.github.io/





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

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