

# 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

### Journal Articles

- 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,  $\text{\LaTeX}$ .