

LongChen

PhD Candidate at Bournemouth University, UK



contact

Flat 22,
Lansdowne House,
Christchurch Road,
Bournemouth
BH1 3JR

✉ chenl@bournemouth.ac.uk

☎ +44 07842722728

🌐 <http://longchen.uk>

skills

C/C++, Matlab, Linux,
Python, Caffe,
Tensorflow, Unity3D,
Unreal Engine, L^AT_EX



Personal Details

Name: Long Chen
Date of Birth: 20th AUG, 1990
Nationality: China

Education

- 2015–present **PhD Candidate in Department of Creative Technology
Bournemouth University, UK**
Research Interest: Augmented Reality, Computer Vision, Machine Learning
for image guided minimally invasive surgery and game interactions
- 2013–2014 **M.Sc in Medical Image Computing, Distinction(10%)
University College London, UK**
Coursework Project: Brain Image Multi-Atlas Segmentation and Registration,
Multi-modality Registration of Liver Images for Guiding Minimally-invasive In-
terventions

Work Experience

- 2015–2015 **Software Engineer
Toshiba Medical Systems Co., Ltd**
My responsibility is to analysis, design and develop medical image processing
algorithms and diagnostic applications for Toshiba's Medical Image Worksta-
tion.
- 2014–2015 **Advanced Application Intern
GE Healthcare**
My primary task is to develop the registration module for a DCE-MRI diag-
nostic software using C++. Implement and evaluate different registration al-
gorithms for 3D DCE-MRI and Perfusion CT image sequences.

Research and Publications

- 2015-2017 **Augmented Reality in Minimally Invasive Surgery**
Chen *et al*, "Recent Developments and Future Challenges in Medical Mixed
Reality", *16th IEEE International Symposium on Mixed and Augmented Re-
ality (ISMAR)*, 2017 (Oral Presentation) [\[PDF\]](#)
Chen *et al*, "Real-time Geometry-Aware Augmented Reality in Minimally In-
vasive Surgery", *11th MICCAI workshop on Augmented Environments for
Computer-Assisted Interventions (AECAI)*, 2017 (Oral Presentation) [\[\[PDF\]\]](#)
- 2016-2017 **Interactive Material-aware Augmented Reality Environment**
Chen *et al*, "Semantic Augmented Reality Environment with Material-Aware
Physical Interactions", *16th IEEE International Symposium on Mixed and Aug-
mented Reality (ISMAR)*, 2017 [\[\[PDF\]\]](#)

🔗 Find more at <http://longchen.uk> 🔗