LongChen

PhD Candidate at Bournemouth University, UK

Augmented Reality | Computer Vision | Deep Learning

contact

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awards

Santander Mobility Award
Match-funded PhD Studentships
UCL Distinction Graduate

skills

C/C++, Matlab, Python, Linux, Caffe, Tensorflow, Unity3D, Unreal Engine, LaTeX

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 Bournemouth, 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 London, UK
Graduation Project: Multi-modality Registration of Liver Images for Guiding Minimally-invasive Interventions

2009–2013 **B.Eng. in Biomedical Engineering**
Dalian University of Technology, China Dalian, China
Graduation Project: DCE-MRI Sequences Non-rigid Registration

Work Experience

2015–2015 **Software Engineer**
Toshiba Medical Systems Co., Ltd Beijing, China
My responsibility is to analysis, design and develop medical image processing algorithms and diagnostic applications for Toshiba's Medical Image Workstation.

2014–2015 **Advanced Application Intern**
GE Healthcare Beijing, China
My primary task is to develop the registration module for a DCE-MRI diagnostic software using C++. Implement and evaluate different registration algorithms 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", *the 16th IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, 2017 (Oral Presentation) [PDF]

Chen *et al*, "Real-time Geometry-Aware Augmented Reality in Minimally Invasive Surgery", *the 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", *the 16th IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, 2017 [PDF]