CHI-HAN PENG | 彭其瀚

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EDUCATION

Arizona State University, USA

2010-2014 **Ph.D. Computer Science / GPA:** 4.00 (University Graduate Fellowship Award - summer 2014)

National Chiao Tung University (國立交通大學), Taiwan

2003-2005 **M.S. Computer Science (資訊工程系) / GPA:** 3.83 / **Thesis:** User-Assisted Mesh Simplification.

1999-2003 **B.S. Computer Science (資訊工程系) / GPA:** 3.78 (Ranked 3rd among 56. Academic Achievement Award twice.)

PROGRAMMING AND TECHNICAL SKILLS

C/C++: 25+ years of coding experience including 5 years of working experience as a software engineer in software companies. Implemented C/C++ codes for 9 research papers as first author.

AI/Python: proficient with PyTorch, Conda, Linux (Ubuntu). Published 8 research papers in top AI conferences including NeuroIPS, CVPR, ECCV, IJCV, and WACV.

3D: highly proficient with **OpenGL** and **GPU (GLSL shader**) programming. Expert in geometric processing methods. Experienced with 3D libraries including CAGL, libigl, and Eigen. Proficient with **3D reconstruction** methods and tools such as stereo matching and OpenMVG. Proficient with 3D tools including 3ds Max, Blender, Maya, and Unity.

Optimization: highly proficient in optimization problem modeling and optimization solvers such as **Gurobi**, **Ceres-Solver**, and BFGS. Expert in in **Integer Programming** problem modeling and solving.

WORK EXPERIENCE

National Yang Ming Chiao Tung University (國立陽明交通大學), Taiwan

2020-present **Assistant Professor.** College of AI.

- Courses taught: Introduction to Computer Graphics, 3D Computer Vision, Introduction to Integer Programming. Average student rating: 4.7 out of 5.
- Co-authored 9 research papers with my own students, including papers published in prestigious ECCV, Siggraph Asia, and WACV conferences.
- Won the "Excellent Supervisor Award" in my school in 2021.
- Acquired 2 major research funding as principal investigator.

ShanghaiTech University, China

2019-2020 **Assistant Professor.** School of Information Science and Technology.

King Abdullah University of Science and Technology (KAUST), Saudi Arabia

2017-2019 **Research Scientist.** Visual Computing Center.

- Published 2 papers in top conference in Computer Graphics (Siggraph/Siggraph Asia) as the first author and 1 paper in top conference in AI/CV (CVPR).

Nogle, Taiwan

2016-2017 **Software Engineer (C/C++).**

- Developed real-time methods in C/C++ to deform 3D models of garments to fit different body shapes. My contributions were published as a US patent (no. US9754410B2.)

University College London (UCL), UK

2015-2016 **Postdoctoral research associate.** Adviser: Prof. Niloy Mitra.

- Published 1 paper in the top conference in Computer Graphics (Siggraph) as first author.

Adobe Advanced Technology Lab (ATL), San Jose, CA, USA

2011 **Research intern** advised by Dr. Nathan Carr and Radomir Mech. Developed a 3D Laplacian operator-based mesh deformation method in C++.

Peace Network Co., Ltd. (www.mytaxi.tw)

2009-2010 **Co-Founder**. My wife and I co-founded an online taxi carpooling service targeting commuters in Taipei. The taxi drivers are provided by a local taxi fleet. I collaborated with a website design house to build the website using PHP framework Codeigniter and MySQL.

CyberLink Corp. (訊連科技)

2007-2010 **Senior Software Engineer (C/C++)**.

- Delivered daily OEM customizations of the navigator, content protection (BD+), and video protection protocols (COPP/OPM) of HDDVD/Blu-ray software. Working with other software engineers, QA engineers, project managers, and UI designers.
- Integrated anti-reverse engineering technologies, (AACS and code obfuscation), into video player.

2006-2007 **Software Engineer (C/C++)**.

- Shipped the navigator and scripting engine (HDi) components of HDDVD player software. Worked with OEM customers include HP, Dell, Asus, and Acer.

National Center for High-Performance Computing (NCHC), Taiwan

2002-2004 **Undergraduate Research Assistant**. Web-based remote stereo-image display system using Java3D.

PUBLICATIONS (**ML**: Machine Learning, **CG**: Computer Graphics, **CV**: Computer Vision, **AI:** neural network)

2024 (**ML/CV**) **Topology-Preserving Downsampling of Binary Images.** Chia-Chia Chen and Chi-Han Peng. The 18th European Conference on Computer Vision **(ECCV)** 2024.

2024 (**ML/CV**) **Shortest Path Speed-up Through Binary Image Downsampling.** Chia-Chia Chen and Chi-Han Peng. **ACM Siggraph Asia** 2024, poster.

2023 (**AI/CV**) **SLIBO-Net: Floorplan Reconstruction via Slicing Box Representation with Local Geometry Regularization.** Jheng-Wei Su, Kuei-Yu Tung, Chi-Han Peng, Peter Wonka, Hung-Kuo Chu. Thirty-seventh Conference on Neural Information Processing Systems (**NeurIPS**) 2023.

2023 (**AI/CV**) **GPR-Net: Multi-view Layout Estimation via a Geometry-aware Panorama Registration Network.** Jheng-Wei Su, Chi-Han Peng, Peter Wonka, and Hung-Kuo Chu. IEEE Computer Society Conference on Computer Vision and Pattern Recognition Workshop (**CVPRW**) 2023, Omnidirectional Computer Vision Workshop (Omnicv2023).

2023 (**AI/CV**) **Seam Removal for Patch-Based Ultra-High-Resolution Stain Normalization.** Chi-Chen Lee and Chi-Han Peng. The 23rd IEEE International Conference on Bioinformatics and Bioengineering (**BIBE**) 2023.

2023 (**CG**) **Interactive Relative Pose Estimation for 360◦ Indoor Panoramas through Wall-Wall Matching Selections.** Bo-Sheng Chen and Chi-Han Peng. **ACM Siggraph Asia** 2023, poster.

2023 (**CV**) **Distortion Reduction for Off-Center Perspective Projection of Panoramas.** Chi-Han Peng, Jiayao Zhang, Chia-Chia Chen, and Yun-Wei Lin. **NICOGRAPH International** 2023. *Best Short Paper Award.

2023 (**AI/CV**) **High-Resolution Depth Estimation for 360◦ Panoramas through Perspective and Panoramic Depth Images Registration.** Chi-Han Peng and Jiayao Zhang. IEEE/CVF Winter Conference on Applications of Computer Vision (**WACV**) 2023.

2022 (**AI/CV**) **H&E Stain Normalization using U-Net.** Chi-Chen Lee, Po-Tsun Paul Kuo, and Chi-Han Peng. IEEE International Conference on BioInformatics and BioEngineering (**BIBE**) 2022.

2022 (**ML/CG**) **Optimizing Placements of 360◦ Panoramic Cameras in Indoor Environments by Integer Programming.** Syuan-Rong Syu and Chi-Han Peng. Smart Tools and Applications in Graphics (**STAG**) 2022.

2022 (**ML/CG**) **Floor Plan Exploration Framework Based on Similarity Distances.** Chia-Ying Shih and Chi-Han Peng. Smart Tools and Applications in Graphics (**STAG**) 2022, poster.

2021 (**AI/CV**) **Reconstructing 3D Indoor Layout from Multiple Panoramic Images (結合深度學習與圖形最佳化方法之多視角室內全景影像三維格局重建).** Sio-Keong Si, Jheng-Wei Su, Chi-Han Peng, Kuo-Wei Chen, Felix Chang, Chih-Yuan Yao, and Hung-Kuo Chu. Computer Graphics Workshop (**CGW**) 2021. *Best Paper Award.

2021 (**AI/CV**) **Manhattan Room Layout Reconstruction from a Single 360◦ Image: A Comparative Study of State-of-the-Art Methods.** Chuhang Zou, Jheng-Wei Su, Chi-Han Peng, Alex Colburn, Qi Shan, Peter Wonka, Hung-Kuo Chu, and Derek Hoiem. International Journal of Computer Vision (**IJCV**), 2021.

2019 (**ML/CG**) **Checkboard Patterns with Black Rectangles.** Chi-Han Peng, Caigui Jiang, Peter Wonka, and Helmut Pottmann. **ACM Transactions on Graphics** (Proceedings of ACM SIGGRAPH ASIA) 2019.

2019 (**AI/CV**) **DuLa-Net: A Dual-Projection Network for Estimating Room Layouts from a Single RGB Panorama.** Shang-Ta Yang, Fu-En Wang, Chi-Han Peng, Peter Wonka, Min Sun, and Hung-Kuo Chu. IEEE Conference on Computer Vision and Pattern Recognition (**CVPR**) 2019.

2018 (**ML/CG**) **Designing Patterns using Triangle-Quad Hybrid Meshes**. Chi-Han Peng, Helmut Pottmann, and Peter Wonka. **ACM Transactions on Graphics** (Proceedings of ACM SIGGRAPH) 2018.

2018 (**CG**) **PanoAnnotator: A Semi-Automatic Tool for Indoor Panorama Layout Annotation**. Shang-Ta Yang, Chi-Han Peng, Peter Wonka, Hung-Kuo Chu. **ACM Siggraph Asia** 2018, Poster.

2016 (**ML/CG**) **Computational Network Design from Functional Specifications**. Chi-Han Peng, Yong-Liang Yang, Fan Bao, Daniel Fink, Dong-Ming Yan, Peter Wonka, and Niloy J. Mitra. **ACM Transactions on Graphics** (Proceedings of ACM SIGGRAPH), 2016.

2014 (**ML/CG**) **Computing Layouts with Deformable Templates**. Chi-Han Peng, Yong-Liang Yang, and Peter Wonka. **ACM Transactions on Graphics** (Proceedings of ACM SIGGRAPH), 2014.

2014 (**CG**) **Exploring Quadrangulations**. Chi-Han Peng, Michael Barton, Caigui Jiang, and Peter Wonka. **ACM Transactions on Graphics** (Proceedings of ACM SIGGRAPH), 2014.

2014 (**CG**) **Connectivity Control for Quad-Dominant Meshes with Applications in Urban Design**. Chi-Han Peng. Advances in Architectural Geometry (**AAG**) 2014, poster.

2013 (**CG**) **Connectivity Editing for Quad-Dominant Meshes**. Chi-Han Peng and Peter Wonka. Eurographics Symposium on Geometry Processing (**SGP**), 2013.

2011 (**CG**) **Connectivity Editing for Quadrilateral Meshes**. Chi-Han Peng, Eugene Zhang, Yoshihiro Kobayashi, and Peter Wonka. **ACM Transactions on Graphics** (Proceedings of ACM SIGGRAPH ASIA), 2011.

2011 (**CV**) **Feature Detection in Aerial Images**. Cheng Pan, Yifan Zhang, and Chi-Han Peng. SIAM Data Mining Conference (SDM) 2011, Doctoral Forum. Advisors: John Femiani, Anshuman Razdan, Peter Wonka.

2006 (**CG**) **User-Assisted Mesh Simplification**. Tan-Chi Ho, Yi-Chun Lin, Jung-Hong Chuang, Chi-Han Peng, and Yu-Jung Cheng. ACM Virtual Reality Continuum and Its Applications (**VRCIA**) 2006.

U.S. PATENTS

2017 **System and method for three-dimensional garment mesh deformation and layering for garment fit visualization.** Jonathan Leong Zhan Hua and Chi-Han Peng. Publication Number: US9754410B2.

2006 **System and method for implementing remote control functions in a mouse in a video playback system**. Yi-Chao Tsai, Fu-Kai Juang, and Chi-Han Peng. Publication Number: US20080022219A1.

FUNDING ACQUISITION

2022-2025 **Improving State-of-the-Art Panorama-based Novel View Synthesis Methods**
Role: Principal Investigator. Funding agent: Ministry of Science and Technology (MOST), Taiwan
Duration: 8/1/2022~7/31/2025. Funding amount: **2,361,000 TWD**

2021-2022 **3D Indoor Reconstruction by Leveraging Geometric Modeling, Neural Network, and User Interaction Techniques**
Role: Principal Investigator. Funding source: Ministry of Science and Technology (MOST), Taiwan
Duration: 1/1/2021~10/31/2022. Funding amount: **1,591,000 TWD**

2022 **Using Artificial Neural Network to Automatically Label Fibrotic Parts in Lung Computerized Tomography Images**
Role: Co-Principal Investigator. Funding agent: Sin-Kong Hospital, Taiwan
Duration: 4/1/2022~12/31/2022. Funding amount: **200,000 TWD**

ACADEMIC SERVICE

Publication Chair: The 19th IEEE VTS Asia Pacific Wireless Communications Symposium (IEEE VTS APWCS), 2023

Program Committee:
The 39th Annual AAAI Conference on Artificial Intelligence (AAAI), 2025.

Technical Committee:
9th International Conference on Computing and Artificial Intelligence, 2023 (ICCAI 2023).
3rd International Conference on Artificial Intelligence, Automation and Algorithms, 2023 (AI2A 2023).

Siggraph Asia Courses
2018, 2020 I am a lecturer and co-host in two courses at Siggraph Asia 2018 Tokyo and Siggraph Asia 2020 Virtual, titled “Integer Programming for Visual Computing”, with Prof. Peter Wonka.

Academic Paper Reviewer:
CVPR / ECCV / ICCV / ACCV / Siggraph / Siggraph Asia / Computer Graphics Forum / Eurographics / Pacific Graphics / CADJ / European Journal of Operational Research / Automation in Construction / Computer-Aided Design / IEEE Computer Graphics and Applications.

Industry Technical Reviewer: *Programming HD DVD and Blu-ray Disc*, ISBN: 9780071496704. I reviewed several chapters about authoring HDDVD Advanced Content.