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Research Interests

· Human-Computer Interaction

· Digital Geometry Processing

Education

Ph.D in Computer Science | Feb. 2012 – Jan. 2015 | Hong Kong Univ. of Sci. and Tech.

· Research Topic: Human-Computer Interaction

M.Phil in Computer Science | Feb. 2010 – Jan. 2012 | Hong Kong Univ. of Sci. and Tech.

· Research Topic: Digital Geometry Processing

B.Sc in Mathematics | Sep. 2005 – Jun. 2009 | Zhejiang Univ.

· Research Topic: Digital Geometry Processing

· GPA: 3.86/4.0, Ranked 2nd of 38

Work Experience

Assistant Professor | Apr. 2016 – Present | Shenzhen Univ.

Postdoctoral Research Fellow | Mar. 2015 – Feb. 2016| Hong Kong Univ. of Sci. and Tech.

Publications

Y. Li, X. Luo, Y. Zheng, **P. Xu** and H. Fu. **SweepCanvas: Sketch-based 3D Prototyping on a Depth Image**. Proceedings of ACM UIST 2017.

Q. Su, O. K.-C. Au, **P. Xu**, H. Fu, and C.-L. Tai. **2D-Dragger: Unified Touch-based Target Acquisition with Constant Effective Width**. Proceedings of MobileHCI 2016.

P. Xu, H. Fu, C.-L. Tai and T. Igarashi. **GACA: Group-Aware Command-based Arrangement of Graphic Elements**. Proceedings of ACM CHI 2015.

P. Xu, H. Fu, T. Igarashi and C.-L. Tai. **Global Beautification of Layouts with Interactive Ambiguity Resolution**. Proceedings of ACM UIST 2014.

P. Xu, H. Fu, O. K.-C. Au and C.-L. Tai. **Lazy Selection: A Scribble-based Tool for Smart Shape Elements Selection**. Proceedings of SIGGRAPH Asia 2012.

Y. Zheng, C.-L. Tai, E. Zhang and **P. Xu**. **Pairwise Harmonics for Shape Analysis**. IEEE Transactions on Visualization and Computer Graphics (TVCG). 2013.

O. K.-C. Au, Y. Zheng, M. Chen, **P. Xu** and C.-L. Tai. **Mesh Segmentation with Concavity-Aware Fields**. IEEE Transactions on Visualization and Computer Graphics (TVCG). 2012.

P. Xu and L. Liu. **Developability Optimization Algorithm for 3D Mesh Surfaces**. Chinese Journal of Computers. 2010.