Qi Sun

www.qisun.me
qisun1@cs.stonybrook.edu

EDUCATION

PhD Candidate   Aug. 2013 - present
- Center of Visual Computing, Computer Science, Stony Brook University
  Advisor: Distinguished Professor Arie E. Kaufman

Bachelor of Science   Aug. 2013
- Mathematics and Applied Mathematics
  Taishan Honors College, Shandong Univ. P.R. China   Sep. 2010 - Aug. 2013
- Computer Science and Technology
  Shandong Univ., P.R. China,   Sep. 2009 - Sep. 2010

PUBLICATIONS

Mapping Virtual and Physical Reality
Qi Sun, Li-Yi Wei and Arie E. Kaufman
SIGGRAPH 2016

Poster: Buyers Satisfaction in A Virtual Fitting Room Scenario Based on Realism of Avatar
Qi Sun, Seyedkoosha Mirhosseini, Ievgeniia Gutenko, Ji Hwan Park, Charilaos Papadopoulos, Bireswar Laha, and Arie E. Kaufman
IEEE Symposium on 3D User Interfaces, 3DUI 2015

Benefits of 3D Immersion for Virtual Colonoscopy
Koosha Mirhosseini, **Qi Sun**, Krishna Chaitanya Gurijala, Bireswar Laha, and Arie E. Kaufman
IEEE Visualization Workshop on 3DVis 2014

Data-Driven Human Motion Synthesis Based on Angular Momentum Analysis
Ping Hu, **Qi Sun**, Xiangxu Meng, and Jingliang Peng
IEEE International Symposium on Circuits and Systems, IEEE-ISCAS 2013

Modeling 3D Faces from Samplings via Compressive Sensing
Qi Sun, Yanlong Tang, and Ping Hu
International Conference on Digital Image Processing, ICDIP 2013

Kinect-Based Automatic 3D High-Resolution Face Modeling
Qi Sun, Yanlong Tang, Ping Hu, and Jingliang Peng
International Conference on Image Analysis and Signal Processing, IEEE-IASP 2012

EXPERIENCE

Research Intern   Jun. 2016 - Aug. 2016
NVIDIA Research, New Experience Group (Santa Clara, USA)
- Explore computational display and perceptual rendering techniques of next generation virtual reality.

Research Assistant   Jan. 2014 - present

Stony Brook University
Research Interests: parameterization, non-linear rendering, point cloud processing/modeling and their applications in virtual reality and scientific visualization.

Research Intern   Nov. 2012 - Feb. 2013
Microsoft Research Asia, Hardware Computing Group (Beijing, China)
- Worked on an audio-visual fusion project for detecting Kinect users' attention in order to optimize the device's response.
- Developed a data set for camera-based gaze estimation in remote scenario.

Undergraduate Research Assistant   Sep. 2010 - Nov. 2012
Research Center for HCI and VR
Shandong Univ. Jinan, P.R. China

SERVICE   **Reviewer**
SIGGRAPH Asia 2016

AWARDS   Stony Brook Computer Science Special Chair Fellowship   2013 - 2014
Outstanding Bachelor Thesis Award of Shandong Province, China   2013

SKILLS   **Programming Languages:** C++, C#, Matlab, C, Shell, Python
Libraries and Tools: Head-Mounted Display, PCL, Numerical Optimization (Ceres,Mosek etc), Kinect, OpenGL, GLSL, CGAL, LaTeX