

Qi Sun

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- WORK** **Research Scientist** June 2018 - Now
- Adobe Research, San Jose, CA
- EDUCATION** **Doctor of Philosophy** Aug. 2013 - May 2018
- Center of Visual Computing, Computer Science, Stony Brook University
Advisor: Distinguished Professor Arie Kaufman
Dissertation: Computational Methods for Immersive Perception
Committee: Arie Kaufman, Hong Qin, Xiaojun Bi, David Luebke, Li-Yi Wei
- Bachelor of Science** Aug. 2013
- Mathematics
Taishan Honors College, Shandong University, China Sep. 2010 - Aug. 2013
 - Computer Science
Shandong University, China Sep. 2009 - Sep. 2010
- PUBLICATIONS** **Towards Virtual Reality Infinite Walking: Dynamic Saccadic Redirection**
Qi Sun, Anjul Patney, Li-Yi Wei, Omer Shapira, Jingwan Lu, Paul Asente, Suwen Zhu, Morgan McGuire, David Luebke, Arie Kaufman
SIGGRAPH 2018
- Perceptually-Guided Foveation for Light Field Displays**
Qi Sun, Fu-Chung Huang, Joohwan Kim, Li-Yi Wei, David Luebke, Arie Kaufman
SIGGRAPH Asia 2017
- Perceptual Studies for Foveated Light Field Displays**
Joohwan Kim, **Qi Sun**, Fu-Chung Huang, Li-Yi Wei, David Luebke, Arie Kaufman
arXiv:1708.06034
- 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 Gurijala, Bireswar Laha, Arie 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 Jul. 2017 - Sep. 2017

Adobe Research, Procedural Imaging Group (San Jose, CA)

- Augmented Reality
- With Paul Asente, Cynthia Lu and Li-Yi Wei

Research Intern April. 2017 - Jul. 2017

NVIDIA Research, New Experiences Group (Redmond, WA)

- Computational perception in VR
- With Anjul Patney, Morgan McGuire, Omer Shapira, Aaron Lefohn and David Luebke

Research Intern Jun. 2016 - Aug. 2016

NVIDIA Research, New Experiences Group (Santa Clara, CA)

- Computational display and perceptual rendering for next generation VR.
- With Fu-Chung Huang, Joohwan Kim and David Luebke

Research Intern Nov. 2012 - Feb. 2013

Microsoft Research Asia, Hardware Computing Group (Beijing, China)

- Audio-visual fused interaction.

PRESS/MEDIA

BBC Click TV Program, SIGGRAPH blog, IEEE, Adobe News, NVIDIA Blog, Two Minute Papers, Stony Brook News, Road to VR, Hackaday, VR Focus, VR World, Inverse, ScienceDaily, eurekaAlert, newsAtlas, Sohu.com (Chinese), Red-Shark News, VR Soldier, Stylus, InAVate, 4gamer (Japanese) Virtual Reality Magazine (German), Microsiervos (Spanish) etc.

Towards Virtual Reality Infinite Walking

SIGGRAPH Technical Papers Preview, Business Wire, Seamless Virtual Reality News (Japanese), leiphone.com/sina.cn etc. (Chinese), Tencent gameinstitute 2016 white paper, Game II DOOSAN Gallery New York

Mapping Virtual and Physical Reality

Road to VR, Seamless Virtual Reality News (Japanese)

Perceptually-Guided Foveation for Light Field Displays

**TEACHING/
ADVISING**

Guest Lecturer

CSE 564: Visualization, Stony Brook University

2018 Spring

	Teaching Assistant CSE 214: Computer Science II, Stony Brook University	2013 Fall
	Mentor CSE 593: Independent Study in Computer Science, Stony Brook University	2013 Fall, 2014 Spring
	Advisees Yichao Zhou, PhD student at UC Berkeley Dushyant Goyal, Masters student at Stony Brook University, Now Machine Learning Research Engineer at Element Inc	
INVITED TALKS/ EXHIBITIONS	Towards Virtual Reality Infinite Walking, Talk & Live Demo Adobe Tech Summit, San Francisco, CA GPU Technology Conference (GTC), San Jose, CA	2019 2018
	Computational Methods for Immersive Perception Harvard University, Cambridge, MA University of Florida, Gainesville, FL Adobe Research, San Jose, CA games-cn Webinar	2018 2018 2017 2017
SERVICE	Program Committee ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (i3D)	2019
	Reviewer ACM SIGGRAPH, IEEE Visualization, Computer Graphics Forum (CGF), ACM Transaction on Graphics (TOG), ACM User Interface Software and Technology (UIST), IEEE 3D User Interfaces (3DUI), IEEE VR [both Conference and Journal tracks], IEEE Consumer Electronics Magazine	
AWARDS	Stony Brook Computer Science Special Chair Fellowship Outstanding Bachelor Thesis Award of Shandong Province, China	2013 - 2014 2013