

# Qi Sun

✉ qisun@nyu.edu

🌐 <http://www.qisun.me>

## EDUCATION

<b>Doctor of Philosophy</b>	08/2013 - 05/2018
Computer Science, Stony Brook University, <i>Stony Brook, NY</i>	
Dissertation: Computational Methods for Immersive Perception	
Advisor: Arie Kaufman	
<b>IEEE VR 2019 Best Dissertation Award</b>	
<b>Bachelor of Science</b>	08/2013
Mathematics, Taishan Honors College, Shandong University, China	10/2010 - 08/2013
Computer Science, Shandong University, China	09/2009 - 10/2010

## EMPLOYMENT

<b>Assistant Professor</b>	01/2021 -
<b>Tandon School of Engineering, New York University</b>	
<b>Research Scientist</b>	06/2018 - 01/2021
<b>Adobe Research, San Jose, CA</b>	
<b>Research Intern</b>	07/2017 - 09/2017
<b>Adobe Research, Procedural Imaging Group, San Jose, CA</b>	
<b>Research Intern</b>	04/2017 - 07/2017
<b>NVIDIA Research, New Experiences Group, Redmond, WA</b>	
<b>Research Intern</b>	06/2016 - 08/2016
<b>NVIDIA Research, New Experiences Group, Santa Clara, CA</b>	
<b>Research Intern</b>	11/2012 - 02/2013
<b>Microsoft Research Asia, Hardware Computing Group, Beijing, China</b>	

## AWARDS AND HONORS

ACM i3D 2025 Best Poster Award	2025
NYU Tandon Junior Faculty Research Award	2024
NYU Goddard Junior Faculty Fellowship Award	2024
SONY Focused Faculty Research Award	2024
ACM SAP 2024 Best Paper Award	2024
ACM SAP 2024 Best Presentation Award	2024
ACM SIGGRAPH 2024 Best Paper Honorable Mention Award	2024
IEEE VR 2024 Best Paper Honorable Mention Award	2024
IEEE VIS 2023 Best Paper Honorable Mention Award	2023
ACM SIGGRAPH 2022 Best Paper Award	2022
ACM SIGGRAPH 2022 Best Paper Honorable Mention Award	2022
IEEE ISMAR 2022 Best Journal Paper Award	2022
NVIDIA Applied Research Accelerator Award	2022
IEEE VR Best Dissertation Award	2020

## STUDENT AWARDS

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### Budmonde Duinkharjav

- |  |      |
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| 1. Deborah Rosenthal, MD Award: NYU Outstanding Performance on PhD Qualification | 2022 |
| 2. Snap Research Fellowship Honorable Mention                                    | 2022 |

### Yunxiang Zhang

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| 1. Deborah Rosenthal, MD Award: NYU Outstanding Performance on PhD Qualification | 2024 |
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### Kenneth Chen

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| 1. Deborah Rosenthal, MD Award: NYU Outstanding Performance on PhD Qualification | 2025 |
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## FULL PUBLICATIONS

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students in orange, postdoc in blue, visiting scholars in olive, myself bolded

### Refereed Journals

26. **Novel View Synthesis for 3D Computer-Generated Holograms Using Deep Neural Fields**  
Kenneth Chen, Anzhou Wen, Yunxiang Zhang, Praneeth Chakravarthula, **Qi Sun**  
Optics Express 2025
25. **FovealNet: Advancing AI-Driven Gaze Tracking Solutions for Efficient Foveated Rendering in Virtual Reality**  
Wenxuan Liu, Budmonde Duinkharjav, **Qi Sun**, Sai Qian Zhang  
IEEE TVCG (IEEE VR) 2025
24. **Evaluating Visual Perception of Object Motion in Dynamic Environments**  
Budmonde Duinkharjav, Jenna Kang, Gavin Miller, Chang Xiao, **Qi Sun**  
ACM Transactions on Graphics (TOG) (SIGGRAPH Asia 2024, journal track)
23. **PEA-PODs: Perceptual Evaluation Of Algorithms For Power Optimization In XR Displays**  
Kenneth Chen, Thomas Wan, Nathan Matsuda, Ajit Ninan, Alexandre Chapiro\*, **Qi Sun\***  
[Best Paper Honorable Mention Award] ACM Transactions on Graphics (TOG) 43.4 (2024): 1-17. (SIGGRAPH 2024, journal track)
22. **GazeFusion: Saliency-guided Image Generation**  
Yunxiang Zhang, Nan Wu, Connor Lin, Gordon Wetzstein, **Qi Sun**  
[Best Paper Award & Best Presentation Award] ACM Transactions on Applied Perception (volume in press) (SAP 2024, journal track)
21. **Measuring and Predicting Multisensory Reaction Latency: A Probabilistic Model for Visual-Auditory Integration**  
Xi Peng, Yunxiang Zhang, Daniel Jiménez-Navarro, Ana Serrano, Karol Myszkowski, **Qi Sun**  
IEEE Transactions on Visualization and Computer Graphics (TVCG) 30.11 (2024): 7364-7374. (ISMAR 2024, journal track)
20. **Modeling The Impact Of Head-Body Rotations On Audio-Visual Spatial Perception For Virtual Reality Applications**  
Edurne Bernal-Berdun, Mateo Vallejo, **Qi Sun**, Ana Serrano, Diego Gutierrez  
[Best Paper Honorable Mention Award] IEEE Transactions on Visualization and Computer Graphics (TVCG) 30.5 (2024): 2624-2632. (IEEE VR 2024, journal track)

19. **HuBar: A Visual Analytics Tool to Explore Human Behaviour based on fNIRS in AR guidance systems**  
 Sonia Castelo, Joao Rulff, Parikshit Solunke, Erin McGowan, Guande Wu, Iran Roman, Roque Lopez, Bea Steers, **Qi Sun**, Juan Bello, Bradley Feest, Michael Middleton, Ryan Mckendrick, Claudio Silva  
 IEEE Transactions on Visualization and Computer Graphics (TVCG) (volume in press) (IEEE VIS 2024, journal track)
18. **The Shortest Route Is Not Always the Fastest: Probability-Modeled Stereoscopic Eye Movement Completion Time in VR**  
**Budmonde Duinkharjav, Benjamin Liang, Rachel Brown, Anjul Patney, Qi Sun**  
 ACM Transactions on Graphics (TOG) 42.6 (2023): 1-14. (SIGGRPAH Asia 2023, journal track)
17. **(ARGUS: Visualization Of AI-Assisted Task Guidance In AR**  
 S.C. Quispe, J. Rulff, E. McGowan, B. Steers, G. Wu, S. Chen, I. Roman, R. Lopez, E. Brewer, C. Zhao, J. Qian, K. Cho, H. He, **Q. Sun**, H. Vo, J.P. Bello, M. Krone, C. Silva  
**[Best Paper Honorable Mention Award]** IEEE Transactions on Visualization and Computer Graphics (TVCG) 30.1 (2024): 1313-1323. (VIS 2023, journal track)
16. **Reconstructing Room Scales with a Single Sound for Augmented Reality Displays**  
**Benjamin Liang, Andrew Liang, Iran Roman, Tomer Weiss, Budmonde Duinkharjav, JP Bello, Qi Sun**  
 Journal of Information Display 24.1 (2023)
15. **Color-Perception-Guided Display Power Reduction For Virtual Reality**  
**Budmonde Duinkharjav\*, Kenneth Chen\*, Abhishek Tyagi, Jiayi He, Yuhao Zhu, Qi Sun**  
 ACM Transactions on Graphics (TOG) 41.6 (2022): 1-16. (SIGGRPAH Asia 2022, journal track)
14. **Force-Aware Interface Via Electromyography For Natural VR/AR Interaction**  
**Yunxiang Zhang, Benjamin Liang, Boyuan Chen, Paul Torrens, S. Farokh Atashzar, Dahua Lin, Qi Sun**  
 ACM Transactions on Graphics (TOG) 41.6 (2022): 1-18. (SIGGRPAH Asia 2022, journal track)
13. **FoV-NeRF: Foveated Neural Radiance Fields For Virtual Reality**  
 Nianchen Deng, Zhenyi He, Jiannan Ye, **Budmonde Duinkharjav**, Praneeth Chakravarthula, Xubo Yang, **Qi Sun**  
**[Best Paper Award]** IEEE Transactions on Visualization and Computer Graphics (TVCG) 28.11 (2022): 3854-3864 (ISMAR 2022, journal track) 2022
12. **Image Features Influence Reaction Time: A Learned Probabilistic Perceptual Model For Saccade Latency**  
**Budmonde Duinkharjav, Praneeth Chakravarthula, Rachel Brown, Anjul Patney, Qi Sun**  
**[Best Paper Award]** ACM Transactions on Graphics (TOG) 41.4 (2022): 1-15. (SIGGRPAH 2022, journal track)
11. **Joint Neural Phase Retrieval And Compression For Energy- And Computation-Efficient Holography On The Edge**  
 Yujie Wang, Praneeth Chakravarthula, **Qi Sun**, Baoquan Chen  
**[Best Paper Honorable Mention Award]** ACM Transactions on Graphics (TOG) 41.4 (2022): 1-16. (SIGGRPAH 2022, journal track)
10. **Larger Visual Changes Compress Time: The Inverted Effect of Asemantic Visual Fea-**

### tures on Interval Time Perception

Sandra Malpica, Belen Masia, Laura Herman, Gordon Wetzstein, David Eagleman, Diego Gutierrez, Zoya Bylinskii, **Qi Sun**  
PloS one 17, no. 3 (2022)

### 9. Instant Reality: Gaze-Contingent Perceptual Optimization For 3D Virtual Reality Streaming

Shaoyu Chen, **Budmonde Duinkharjav**, Xin Sun, Li-Yi Wei, Stefano Petrangeli, Jose Echevarria, Claudio Silva, **Qi Sun**  
IEEE Transactions on Visualization and Computer Graphics (TVCG) 28.5 (2022) (IEEE VR, journal track)

### 8. Leveraging Human Visual Perception For An Optimized Virtual Reality Experience **Qi Sun**

IEEE Computer Graphics and Applications 41.6 (2021): 164-170.

### 7. Gaze-Contingent Retinal Speckle Suppression For Holographic Displays

Praneeth Chakravarthula, Zhan Zhang, Okan Tarhan Tursun, Piotr Didyk, **Q. Sun**, Henry Fuchs  
IEEE Transactions on Visualization and Computer Graphics (TVCG) 27.11 (2021): 4194-4203. (ISMAR 2021, journal track)

### 6. Tailored Reality: Perception-Aware Scene Restructuring For Adaptive VR Navigation

Zhi-Chao Dong, Wenming Wu, Zenghao Xu, **Q. Sun**, Guanjie Yuan, Ligang Liu, Xiao-Ming Fu  
ACM Transactions on Graphics (TOG) 40.5 (2021): 1-15.

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### 5. Eccentricity Effects on Blur and Depth Perception

**Qi Sun**, Fu-Chung Huang, Li-Yi Wei, David Luebke, Arie Kaufman, Joohwan Kim  
Optics Express Vol. 28 No. 5, 2020

### 4. Reducing Simulator Sickness with Perceptual Camera Control

Ping Hu, **Qi Sun**, Piotr Didyk, Li-Yi Wei, Arie Kaufman  
ACM Transactions on Graphics (SIGGRAPH Asia 2019)

### 3. 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  
ACM Transactions on Graphics (SIGGRAPH 2018) [BBC interview]

### 2. Perceptually-Guided Foveation for Light Field Displays

**Qi Sun**, Fu-Chung Huang, Joohwan Kim, Li-Yi Wei, David Luebke, Arie Kaufman  
ACM Transactions on Graphics (SIGGRAPH Asia 2017)

### 1. Mapping Virtual and Physical Reality

**Qi Sun**, Li-Yi Wei, Arie Kaufman  
ACM Transactions on Graphics (SIGGRAPH 2016)

## Refereed Conference

### 26. Image-GS: Content-Adaptive Image Representation via 2D Gaussians

**Yunxiang Zhang\***, **Bingxuan Li\***, Alexandr Kuznetsov, Akshay Jindal, Stavros Diolatzis, Kenneth Chen, Anton Sochenov, Anton Kaplanyan, **Qi Sun**  
ACM SIGGRAPH 2025 Conference Proceedings

25. **What is HDR? Perceptual Impact of Luminance and Contrast in Immersive Displays**  
*Kenneth Chen, Nathan Matsuda, Jon McElvain, Yang Zhao, Thomas Wan, Qi Sun\*, Alexandre Chapiro\**  
ACM SIGGRAPH 2025 Conference Proceedings
24. **Concurrent Learning with Aggregated States via Randomized Least Squares Value Iteration**  
*Yan Chen, Qinxun Bai, Yiteng Zhang, Maria Dimakopoulou, Shi Dong, Qi Sun, Zhengyuan Zhou*  
International Conference on Machine Learning (ICML) 2025
23. **Process Only Where You Look: Hardware and Algorithm Co-optimization for Efficient Gaze-Tracked Image Rendering in Virtual Reality**  
*Haiyu Wang, Wenzuan Liu, Kenneth Chen, Qi Sun, Sai Qian Zhang*  
ACM/IEEE International Symposium on Computer Architecture (ISCA) 2025
22. **Perceptually-Guided Acoustic “Foveation”**  
*Xi Peng, Kenneth Chen, Iran Roman, Juan Pablo Bello, Qi Sun\*, Praneeth Chakravarthula\**  
IEEE VR 2025
21. **BlendFusion: Procedural 3D Texturing Assistant with View-Consistent Generative Models**  
*Qinchan Li, Finley Torrens, Kenneth Chen, Qi Sun*  
ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (i3D) 2025, poster
20. **Accelerating Saccadic Response Through Spatial And Temporal Cross-Modal Misalignments**  
*Daniel Jiménez Navarro, Xi Peng, Yunxiang Zhang, Karol Myszkowski, Hans-Peter Seidel, Qi Sun, Ana Serrano*  
ACM SIGGRAPH 2024 Conference Proceedings (pp. 1-12)
19. **May the Force Be with You: Dexterous Finger Force-Aware XR Interface**  
*Fengze Zhang\*, Yunxiang Zhang\*, Xi Peng, Sky Achitoff, Paul Torrens, Qi Sun*  
IEEE International Symposium on Mixed and Augmented Reality (ISMAR) (volume in press) 2024
18. **Toward User-Aware Interactive Virtual Agents: Generative Multi-Modal Avatar Behaviors in VR**  
*Bhasura Gunawardhana, Yunxiang Zhang, Qi Sun, Zhigang Deng*  
IEEE International Symposium on Mixed and Augmented Reality (ISMAR) (volume in press) 2024
17. **Low Latency Point Cloud Rendering with Learned Splatting**  
*Yueyu Hu, Ran Gong, Qi Sun, Yao Wang*  
Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR) Workshops, 2024, pp. 5752-5761
16. **Exploiting Human Color Discrimination For Memory- And Energy-Efficient Image Encoding In Virtual Reality**  
*Nisarg Ujjainkar, Ethan Shahan, Budmonde Duinkharjav, Kenneth Chen, Qi Sun, Yuhao Zhu*  
ACM International Conference on Architectural Support for Programming Languages and Operating Systems (ASPLOS), Volume 1 2024 Apr 27 (pp. 166-180).

15. **AutoColor: Learned Light Power Control for Multi-Color Holograms**  
Yicheng Zhan, Koray Kavaklı, Hakan Urey, **Qi Sun**, Kaan Akşit  
Optical Architectures for Displays and Sensing in Augmented, Virtual, and Mixed Reality (AR, VR, MR) 2024 Mar 12 (Vol. 12913, pp. 96-102). SPIE.
14. **Toward Optimized VR/AR Ergonomics: Modeling And Predicting User Neck Muscle Contraction**  
**Yunxiang Zhang, Kenneth Chen, Qi Sun**  
ACM SIGGRAPH 2023 Conference Proceedings (pp. 1-12)
13. **Imperceptible Color Modulation For Power Saving In VR/AR**  
**Kenneth Chen, Budmonde Duinkharjav**, Nisarg Ujjainkar, Ethan Shahan, Abhishek Tyagi, Jiayi He, Yuhao Zhu, **Qi Sun**  
ACM SIGGRAPH 2023 Emerging Technologies (SIGGRAPH '23). Article 8, 1-2.
12. **Dually Noted: Layout-Aware Annotations With Smartphone Augmented Reality**  
**Jing Qian, Qi Sun**, Curtis Wigington, Han Han, Tong Sun, Jennifer Healey, James Tompkin, Jeff Huang  
Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems, pp. 1-15. 2022
11. **Modeling And Optimizing Human-In-The-Loop Visual Perception Using Immersive Displays: A Review**  
**Qi Sun, Budmonde Duinkharjav**, Anjul Patney  
SID Symposium Digest of Technical Papers (Vol. 53, No. 1, pp. 190-193)

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10. **Has Half the Time Passed? Investigating Time Perception at Long Scales**  
Sandra Malpica, Belen Masia, Laura Herman, Gordon Wetzstein, David Eagleman, Diego Gutierrez, Zoya Bylinskii, **Qi Sun**  
Vision Science Society 2020
9. **Deep Multi Depth Panoramas for View Synthesis**  
K. Lin, Z. Xu, B., P. Srinivasan, Y. Hold-Geoffroy, S. DiVerdi, **Q. Sun**, K. Sunkavalli, R. Ramamoorthi  
European Conference on Computer Vision (ECCV) 2020
8. **DiffTaichi: Differentiable Programming for Physical Simulation**  
Yuanming Hu, Luke Anderson, Tzu-Mao Li, **Qi Sun**, Nathan Carr, Jonathan Ragan-Kelley, Frédo Durand  
International Conference on Learning Representations (ICLR) 2020
7. **Learning to Reconstruct 3D Manhattan Wireframes from a Single Image**  
Yichao Zhou, Haozhi Qi, Simon Zhai, **Qi Sun**, Zhili Chen, Li-Yi Wei, Yi Ma  
International Conference on Computer Vision (ICCV) 2019 (Oral Presentation)
6. **A Transparent Display with Per-Pixel Color and Opacity Control**  
TJ Rhodes, Gavin Miller, **Qi Sun**, Daichi Ito, Li-Yi Wei  
SIGGRAPH 2019 Emerging Technologies
5. **Benefits of 3D Immersion for Virtual Colonoscopy**

Koosha Mirhosseini, **Qi Sun**, Krishna Gurijala, Bireswar Laha, Arie Kaufman  
IEEE Visualization Workshop on 3DVis 2014

4. **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, ISCAS 2013
3. **Modeling 3D Faces from Samplings via Compressive Sensing**  
**Qi Sun**, Yanlong Tang, and Ping Hu  
International Conference on Digital Image Processing, 2013
2. **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 2012
1. **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, Arie Kaufman  
IEEE Symposium on 3D User Interfaces, 3DUI 2015

#### Book Chapters

- 1 **Real VR: Digital Immersive Reality**  
Springer Lecture Notes in Computer Science 2020 (Dagstuhl Book Chapter)

#### SOFTWARE CREDITS

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Adobe Dimension

#### GRANTED PATENTS

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**Delivering a virtual environment with dynamic level of detail per object**  
**Q Sun**, X Sun, S Petrangeli, C Shaoyu, LY Wei, JIE Vallespi  
US11941747, granted 2024-03-26

**Sharing of user markings between printed and digital documents**  
Tong Sun, **Qi Sun**, Jing Qian, CM Wigington  
US11520974B2, granted 2022-12-06

**Classifying panoramic images**  
**Qi Sun**, Li-Yi Wei, Joon-Young Lee, Jonathan Eisenmann, Jinwoong Jung, Byungmoon Kim  
US10991085B2, granted 2021-04-27

**Dynamic mapping of virtual and physical interactions**  
**Qi Sun**, Paul John Asente, Li-Yi Wei, Jingwan Lu  
US10957103B2, granted 2021-03-23

**Controlling an augmented reality display with transparency control using multiple sets of video buffers**  
Tenell Glen Rhodes Jr, Gavin Stuart Peter Miller, Li-Yi Wei, **Qi Sun**  
US10847117, granted 2020-11-24

**Saccadic redirection for virtual reality locomotion**  
**Qi Sun**, Anjul Patney, Omer Shapira, Morgan McGuire, Aaron Lefohn, David Luebke  
US10573061B2, granted 2020-02-25

**Path planning for virtual reality locomotion**

**Qi Sun**, Anjul Patney, Omer Shapira, Morgan McGuire, Aaron Lefohn, David Luebke  
US10573071B2, granted 2020-02-25

**Adjusting an Angular Sampling Rate during Rendering Utilizing Gaze Information**

**Qi Sun**, Fu-Chung Huang, Joohwan Kim and David Luebke  
US10395624B2, granted 2019-08-27

**System and Method for Generating a Progressive Representation Associated with Subjectively Mapped Virtual and Physical Reality Image Data**

Arie Kaufman, **Qi Sun** and Li-Yi Wei  
US10403043B2, granted 2019-09-03

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**SELECTED KEYNOTE AND DISTINGUISHED TALKS****Toward Human-Centered XR: Bridging Cognition and Computation**

Keynote Speech at IEEE VR Workshop on Perception-driven Graphics 2025

Keynote Speech at ACM Symposium on Applied Perception, Dublin 2024

University of Rochester, Voice of XR Series 2024

Carnegie Mellon University VASC Seminar 2024

Meta Academic Forum at Optica Fio+LS 2024

**Human-Centric Optical Designs and Architectures**

Plenary Panel at SPIE Photonics West AR|VR|MR 2024

**Co-Optimizing Human-System Performance in XR**

Keynote Speech at the 36th Conference on Graphics, Patterns and Images (SIBGRAPI), Brazil 2023

Departmental Colloquium at University of Houston 2022

**Digital Twins: New Frontiers Today**

MIT Horizon Podcast 2022

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**SELECTED EXTERNAL PRESS/MEDIA****Image Features Influence Reaction Time.**

ACM SIGGRAPH, EurekAlert!, NVIDIA Developer Blog, etc.

**Adobe Glasswing Transparent Display.**

The Verge, CNET, Axios, Next Reality, Printed Electronics World, TechHQ etc.

**Towards Virtual Reality Infinite Walking.**

BBC News (personal interview), SIGGRAPH blog, IEEE, Adobe News, NVIDIA Blog, Two Minute Papers, Stony Brook News, Road to VR, Hackaday, VR Focus, VR World, Inverse, ScienceDaily, eurekAlert, newsAtlas, Sohu.com (Chinese), RedShark News, VR Soldier, Stylus, InAVate, 4gamer (Japanese) Virtual Reality Magazine (German), Microsievros (Spanish) etc.

**Mapping Virtual and Physical Reality.**

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

**Perceptually-Guided Foveation for Light Field Displays.**

Road to VR, Seamless Virtual Reality News (Japanese).

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**PUBLIC EDUCATION**

2. Effective User Studies in Computer Graphics  
Eurographics 2023
1. Visual Computing for Computer Architect  
ASPLOS 2023

## NYU COURSES

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6. **Spring 2024 CS-GY 6313 Information Visualization**
5. **Fall 2023 CS-GY 9223 Virtual and Augmented Reality**
4. **Spring 2023 CS-GY 6313 Information Visualization**
3. **Fall 2022 CS-GY 9223 Virtual and Augmented Reality**
2. **Spring 2022 CS-GY 6313 Information Visualization**
1. **Fall 2021 CS-GY 6313 Information Visualization**

## POSTDOCTORAL RESEARCHERS

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Patsorn Sangkloy, 2024 Fall-  
Jingyang Zhou, 2025 Spring-  
Niall Williams, CSE Faculty Fellow, 2024 Fall-  
Zhaoxi Zhang, CUSP Faculty Fellow, 2023 Fall-

## GRADUATE ADVISEES

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Budmonde Duinkharjav, PhD student at NYU, 2021 Spring - 2025 Spring. Next: NVIDIA  
Yunxiang Zhang, PhD student at NYU, 2022 Fall-  
Kenneth Chen, PhD student at NYU, 2023 Fall-  
Jenna Kang, PhD student at NYU, 2024 Fall-  
Bingxuan Li, PhD student at NYU, 2024 Fall-  
  
Brian Wu, current MSc Student at NYU, 2022 Fall-  
Xi Peng, graduated MSc Thesis Student at NYU, 2021 Fall-2024 Spring, Now PhD @ UNC-Chapel Hill  
Fengze Zhang, graduated MSc Thesis Student at NYU, 2021 Fall-2024 Spring, Now PhD @ Purdue University  
Luigia Than, graduated MSc Student at NYU, 2022 Fall-2024 Spring , Now @ Advanced Acoustic Concepts  
Benjamin Liang, graduated MSc student at NYU, 2021 Fall-2023 Spring, Now entrepreneur @ BitMind  
Andrew Liang, graduated MSc student at NYU, 2021 Fall-2022 Spring, Now entrepreneur @ BitMind  
Qinchan Li, graduated MSc Thesis Student at NYU, 2021 Fall-2023 Spring  
Qin Ying Chen, graduated MSc Thesis Student at NYU, 2021 Spring-2023 Spring, Now @ Disney  
Erica Chou, graduated MSc Thesis Student at NYU, 2021 Spring-2023 Spring, Now @ Audible  
  
Edurne Bernal-Berdun, visiting PhD student from University of Zaragoza  
Rebeka Bojboi, I.I. Rabi visiting Scholar from Columbia University

## PHD THESIS COMMITTEE

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Zhenyi He, NYU Courant  
Karl Rosenberg, NYU Courant  
Ho-Hsiang Wu, NYU Steinhardt  
Shaoyu Chen, NYU Tandon  
Guande Wu, NYU Tandon

Daniel Martin, University of Zaragoza  
Luca Surace, Università della Svizzera italiana

## SERVICE

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### **Editor**

Associate Editor, IEEE Transactions on Visualization and Computer Graphics (TVCG)	2023-
Associate Editor, ACM Transactions on Applied Perception	2023-
MDPI Applied Sciences Special Issue on "New Frontiers in Virtual Reality (VR) Systems"	2021
Frontiers in Virtual Reality on "Virtual Reality for Telepresence"	2021

### **Chairing**

IEEE ISMAR, Paper Chair	2025
ACM Symposium on Applied Perception, Conference Chair	2023
IEEE VR, Chair of Publicity	2023
IEEE ISMAR, Chair of Video and Registration	2022

### **Conference Program Committee**

ACM SIGGRAPH	2024 - 2025
ACM SIGGRAPH Asia	2023
ACM Annual Symposium on Computer Animation (SCA)	2023
Computer Graphics International (CGI)	2023 - 2024
IEEE VR	2023
IEEE VGTC VR Best Dissertation Award	2022-2024
ACM/SIGGRAPH conference on Motion, Interaction, and Games (MIG)	2022
Pacific Graphics	2022-2024
ACM Symposium on Applied Perception (SAP)	2022
Eurographics Symposium on Rendering	2022
IEEE ISMAR	2021-2024
ACM SIGGRAPH Asia XR and VR Theater	2020-2021
Grace Hopper Celebration (GHC)	2020,2023
ACM ETRA	2020-2021, 2023
ACM CHI Late-Breaking Works	2020-2021
ACM SIGGRAPH Asia Technical Briefs and Posters	2019
ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (i3D)	2019-2022, 2024, 2025
National Science Foundation (NSF) panelist	2020, 2021, 2024
Department of Homeland Security (DHS) XR Technologies Ideation Workshop panelist	2024

### **Internal**

NYU Organizer, NYU-KAIST program on Metaverse-AI	2023
Faculty Search Committee, NYU Shanghai, Urban x CS position	2023
Seminar Organizer, NYU CUSP Seminar Series	2023-2024
Committee Member, NYU CSE PhD Admission	2023-2024
Chair/Committee Member, NYU CUSP Fellowship program	2022-2023

Committee Member, NYU CUSP C-Faculty Committee	2023
Committee Member, NYU CSE Visiting Faculty	2023-2024
Committee Member, NYU CSE PhD Program	2021-
Co-Organizer, NYU CSE New PhD Student Welcome	2021
Mentor, NYU GLASS Program	2021
Mentor, NYU CUSP Capstone Project	2021-2024
NYU CUSP Faculty Fellowship search committee	2021-2022, 2024
Adobe Research PhD fellowship committee	2018 - 2019
Adobe Research Women-in-Technology Scholarship committee	2019

### **Reviewer**

ACM SIGGRAPH, SIGGRAPH Asia, Nature Scientific Reports, Optics Express, ACM CHI, IEEE Visualization, IEEE Transactions on Visualization and Computer Graphics (TVCG), Computer Graphics Forum (CGF), ACM Transaction on Graphics (TOG), ACM User Interface Software and Technology (UIST), ACM VRST, ACM i3D, IEEE 3D User Interfaces (3DUI), IEEE VR [both Conference and Journal tracks], IEEE ISMAR, ACM Symposium on Applied Perception (SAP), ACM ETRA, IEEE Access, Wiley Computer Animation and Virtual Worlds, IEEE Consumer Electronics Magazine, IEEE Transactions on Emerging Topics in Computing, Virtual Reality Software and Technology (VRST), Springer Virtual Reality, MDPI Applied Sciences, The Visual Computer, Computer & Graphics.