

Qi Sun

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WORK	Research Scientist • Adobe Research, San Jose, CA	June 2018 - Now
EDUCATION	Doctor of Philosophy • 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	Aug. 2013 - May 2018
	Bachelor of Science • Mathematics Taishan Honors College, Shandong University, China • Computer Science Shandong University, China	Aug. 2013 Sep. 2010 - Aug. 2013 Sep. 2009 - Sep. 2010
PUBLICATIONS	Reducing Simulator Sickness with Perceptual Camera Control Ping Hu, Qi Sun , Piotr Didyk, Li-Yi Wei, Arie Kaufman SIGGRAPH Asia 2019	
	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 ICCV (Oral Presentation) 2019	
	A Transparent Display with Per-Pixel Color and Opacity Control TJ Rhodes, Gavin Miller, Li-Yi Wei, Qi Sun , Daichi Ito SIGGRAPH 2019 Emerging Technologies	
	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)
- With Paul Asente, Cynthia Lu and Li-Yi Wei

Research Intern April. 2017 - Jul. 2017
NVIDIA Research, New Experiences Group (Redmond, WA)
- 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)
- With Fu-Chung Huang, Joohwan Kim and David Luebke

Research Intern Nov. 2012 - Feb. 2013
Microsoft Research Asia, Hardware Computing Group (Beijing, China)

**SELECTED
PRESS/MEDIA**

Adobe Glasswing Transparent Display
The Verge, CNET, Axios, Next Reality, Printed Electronics World, TechHQ etc.

Towards Virtual Reality Infinite Walking

BBC News, 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), RedShark News, VR Soldier, Stylus, InAVate, 4gamer (Japanese) Virtual Reality Magazine (German), Microsiervos (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 2016 white

paper, Game II DOOSAN Gallery New York

Perceptually-Guided Foveation for Light Field Displays

Road to VR, Seamless Virtual Reality News (Japanese)

**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

Yuanming Hu, PhD student at MIT

Sandra Malpica, PhD student at University of Zaragoza

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

Human Learning: Understanding and Computing the Eyes and Brain in VR

Schloss Dagstuhl, Wadern, Germany

2019

Max-Planck-Institut für Informatik, Saarbrücken, Germany

2019

Peking University, Beijing, China

2019

Zhejiang University, Hangzhou, China

2019

USTC, Hefei, China

2019

Microsoft Research Asia, Beijing, China

2019

miHoYo Research, Shanghai, China

2019

Industrial Innovations in the Age of VR/AR

Wayfair Inc., Boston, MA

2019

Towards Virtual Reality Infinite Walking, Talk & Live Demo

Adobe Tech Summit, San Francisco, CA

2019

GPU Technology Conference (GTC), San Jose, CA

2018

Computational Methods for Immersive Perception

Harvard University, Cambridge, MA

2018

University of Florida, Gainesville, FL

2018

Adobe Research, San Jose, CA

2017

games-cn Webinar

2017

SERVICE

Conference Committee

ACM SIGGRAPH Asia Technical Briefs and Posters

2019

ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (i3D)

2019

Reviewer

ACM SIGGRAPH, ACM CHI, IEEE Visualization, Computer Graphics Forum (CGF), ACM Transaction on Graphics (TOG), ACM User Interface Software and Technology (UIST), ACM i3D, IEEE 3D User Interfaces (3DUI), IEEE VR [both Conference

and Journal tracks], IEEE ISMAR, ACM Symposium on Applied Perception (SAP), IEEE Consumer Electronics Magazine

Other

Adobe Research PhD fellowship committee 2018 - 2019

Adobe Research Women-in-Technology Scholarship 2019

AWARDS

Stony Brook Computer Science Special Chair Fellowship 2013 - 2014

Outstanding Bachelor Thesis Award of Shandong Province, China 2013

**GRANTED
PATENTS**

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 Surjectively Mapped Virtual and Physical Reality Image Data

Arie Kaufman, **Qi Sun** and Li-Yi Wei

US10403043B2, granted 2019-09-03