

# Qi Sun

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Tel: +1 (631) 496-6898

qisun0@gmail.com

WORK	<b>Research Scientist</b> June 2018 - Now <ul style="list-style-type: none"><li>• Adobe Research, San Jose, CA</li><li>• Develop state-of-the-art 3D computer graphics software, tools and interfaces into Adobe products.</li></ul>
EDUCATION	<b>Doctor of Philosophy</b> Aug. 2013 - May 2018 <ul style="list-style-type: none"><li>• Computer Science, Stony Brook University</li><li>Advisor: Distinguished Professor Arie Kaufman</li><li>Thesis: Computational Methods for Immersive Perception</li></ul> <b>Bachelor of Science</b> Aug. 2013 <ul style="list-style-type: none"><li>• Mathematics Sep. 2010 - Aug. 2013</li><li>• Computer Science Sep. 2009 - Sep. 2010</li></ul>
EXPERIENCE	<b>Research Intern</b> Jul. 2017 - Sep. 2017 Adobe Research, Procedural Imaging Group (San Jose, CA) Develop software on augmented reality and geometry.  <b>Research Intern</b> April. 2017 - Jul. 2017 NVIDIA Research, New Experiences Group (Redmond, WA) Develop software on virtual reality and visual perception.  <b>Research Intern</b> Jun. 2016 - Aug. 2016 NVIDIA Research, New Experiences Group (Santa Clara, CA) Develop virtual reality display rendering.  <b>Research Intern</b> Nov. 2012 - Feb. 2013 Microsoft Research Asia, Hardware Computing Group (Beijing, China) Develop software on audio-visual interaction.
Peer-Reviewed Publications	<b>Towards Virtual Reality Infinite Walking: Dynamic Saccadic Redirection</b> <b>Qi Sun</b> , Anjul Patney, Li-Yi Wei, Omer Shapira, Jingwan Lu, Paul Asente, Suwen Zhu, Morgan McGuire, David Luebke, Arie Kaufman SIGGRAPH 2018  <b>Perceptually-Guided Foveation for Light Field Displays</b> <b>Qi Sun</b> , Fu-Chung Huang, Joohwan Kim, Li-Yi Wei, David Luebke, Arie Kaufman SIGGRAPH Asia 2017  <b>Mapping Virtual and Physical Reality</b> <b>Qi Sun</b> , Li-Yi Wei and Arie E. Kaufman SIGGRAPH 2016

	<b>Poster: Buyers Satisfaction in A Virtual Fitting Room Scenario Based on Realism of Avatar</b> <b>Qi Sun</b> , Seyedkoosha Mirhosseini, Ievgeniia Gutenko, Ji Hwan Park, Charilaos Papadopoulos, Bireswar Laha, and Arie E. Kaufman IEEE Symposium on 3D User Interfaces, 3DUI 2015	
	<b>Benefits of 3D Immersion for Virtual Colonoscopy</b> Koosha Mirhosseini, <b>Qi Sun</b> , Krishna Gurijala, Bireswar Laha, Arie Kaufman IEEE Vis Workshop on 3DVis 2014	
	<b>Data-Driven Human Motion Synthesis Based on Angular Momentum Analysis</b> Ping Hu, <b>Qi Sun</b> , Xiangxu Meng, and Jingliang Peng IEEE International Symposium on Circuits and Systems, IEEE-ISCAS 2013	
	<b>Modeling 3D Faces from Samplings via Compressive Sensing</b> <b>Qi Sun</b> , Yanlong Tang, and Ping Hu International Conference on Digital Image Processing, ICDIP 2013	
	<b>Kinect-Based Automatic 3D High-Resolution Face Modeling</b> <b>Qi Sun</b> , Yanlong Tang, Ping Hu, and Jingliang Peng International Conference on Image Analysis and Signal Processing, IEEE-IASP 2012	
INVITED TALKS/ EXHIBITIONS	<b>A Transparent Display with Per-Pixel Color and Opacity Control</b> SIGGRAPH Emerging Technologies TJ Rhodes, Gavin Miller, Li-Yi Wei, <b>Qi Sun</b> , Daichi Ito	2019
	<b>Industrial Innovations in the Age of VR/AR</b> Wayfair Inc., Boston, MA	2019
	<b>Towards Virtual Reality Infinite Walking, Talk &amp; Live Demo</b> Adobe Tech Summit, San Francisco, CA GPU Technology Conference (GTC), San Jose, CA	2019 2018
	<b>Computational Methods for Immersive Perception</b> Harvard University, Cambridge, MA University of Florida, Gainesville, FL Adobe Research, San Jose, CA games-cn Webinar	2018 2018 2017 2017
SERVICE	<b>Academic Conference Committee and Reviewer</b> ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (i3D), ACM SIGGRAPH, IEEE Vis, 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, IEEE Consumer Electronics Magazine	
AWARDS	Stony Brook Computer Science Special Chair Fellowship	2013 - 2014