

Qi Sun

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WORK	Research Scientist June 2018 - Now <ul style="list-style-type: none">• Adobe Research, San Jose, CA• Develop state-of-the-art 3D computer graphics software, tools and interfaces into Adobe products.
EDUCATION	Doctor of Philosophy Aug. 2013 - May 2018 <ul style="list-style-type: none">• Computer Science, Stony Brook UniversityAdvisor: Distinguished Professor Arie Kaufman Bachelor of Science Aug. 2013 <ul style="list-style-type: none">• Mathematics Sep. 2010 - Aug. 2013Shandong University, China• Computer Science Sep. 2009 - Sep. 2010Shandong University, China
EXPERIENCE	Research Intern Jul. 2017 - Sep. 2017 Adobe Research, Procedural Imaging Group (San Jose, CA) Develop software on augmented reality and geometry. Research Intern April. 2017 - Jul. 2017 NVIDIA Research, New Experiences Group (Redmond, WA) Develop software on virtual reality and visual perception. Research Intern Jun. 2016 - Aug. 2016 NVIDIA Research, New Experiences Group (Santa Clara, CA) Develop virtual reality display rendering. Research Intern Nov. 2012 - Feb. 2013 Microsoft Research Asia, Hardware Computing Group (Beijing, China) Develop software on audio-visual interaction.
Peer-Review 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 In-Submission

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 ColonoscopyKoosha Mirhosseini, **Qi Sun**, Krishna Gurijala, Bireswar Laha, Arie Kaufman

IEEE Visualization Workshop on 3DVis 2014

Data-Driven Human Motion Synthesis Based on Angular Momentum AnalysisPing 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

**INVITED TALKS/
EXHIBITIONS****A Transparent Display with Per-Pixel Color and Opacity Control**

SIGGRAPH Emerging Technologies

2019

TJ Rhodes, Gavin Miller, Li-Yi Wei, **Qi Sun**, Daichi Ito**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**Academic Conference Committee and Reviewer**

ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (i3D), ACM SIGGRAPH, 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, IEEE Consumer Electronics Magazine

AWARDS

Stony Brook Computer Science Special Chair Fellowship

2013 - 2014