

Qi Sun

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EDUCATION	PhD Candidate	Aug. 2013 - present
	<ul style="list-style-type: none">Center of Visual Computing, Computer Science, Stony Brook University Advisor: Distinguished Professor Arie E. Kaufman	
	Bachelor of Science	Aug. 2013
	<ul style="list-style-type: none">Mathematics and Applied Mathematics Taishan Honors College, Shandong Univ. P.R. ChinaComputer Science and Technology Shandong Univ., P.R. China, Sep. 2010 - Aug. 2013 Sep. 2009 - Sep. 2010	
PUBLICATIONS	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 Chaitanya Gurijala, Bireswar Laha, and Arie E. 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	April. 2017 -
	NVIDIA Research, New Experience Group (Redmond, WA) <ul style="list-style-type: none">Perceptual VR	
	Research Intern	Jun. 2016 - Aug. 2016
	NVIDIA Research, New Experience Group (Santa Clara, CA)	

- Explore computational display and perceptual rendering techniques of next generation virtual reality.

Research Assistant

Jan. 2014 - present

Stony Brook University

Research Interests: parameterization, non-linear rendering, point cloud processing/modeling and their applications in virtual reality and scientific visualization.

Research Intern

Nov. 2012 - Feb. 2013

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

- Worked on an audio-visual fusion project for detecting Kinect users' attention in order to optimize the device's response.
- Developed a data set for camera-based gaze estimation in remote scenario.

Undergraduate Research Assistant

Sep. 2010 - Nov. 2012

Research Center for HCI and VR

Shandong Univ. Jinan, P.R. China

SERVICE

Reviewer

SIGGRAPH, IEEE VIS, Computer Graphics Forum (CGF), IEEE 3DUI, IEEE Consumer Electronics Magazine

AWARDS

Stony Brook Computer Science Special Chair Fellowship

2013 - 2014

Outstanding Bachelor Thesis Award of Shandong Province, China

2013

SKILLS

Programming Languages: C++, Matlab, C#, C, Shell, Python

Libraries and Tools: Head-Mounted Display, NVIDIA CUDA/OptiX, Numerical Optimization (Ceres, Mosek etc), OpenGL, GLSL, CGAL, PCL, Kinect, \LaTeX