Qi Sun

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EDUCATION

PhD Candidate Aug. 2013 - present
- Center of Visual Computing, Computer Science, Stony Brook University
  Advisor: Distinguished Professor Arie E. Kaufman

Bachelor of Science Aug. 2013
- Mathematics
  Taishan Honors College, Shandong Univ. P.R. China Sep. 2010 - Aug. 2013
- Computer Science and Technology
  Shandong Univ., P.R. China, Sep. 2009 - Sep. 2010

PUBLICATIONS

Perceptually-Guided Foveation for Light Field Displays
Qi Sun, Fu-Chung Huang, Joohwan Kim, Li-Yi Wei, David Luebke, and Arie Kaufman
SIGGRAPH Asia 2017 (Conditionally Accepted)

Perceptual Studies for Foveated Light Field Displays
Joohwan Kim, **Qi Sun**, Fu-Chung Huang, Li-Yi Wei, David Luebke, and 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 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 Jul. 2017 -
Adobe Research, Procedural Imaging Group (San Jose, CA)
- Augmented Reality
- With Paul Asente and Cynthia Lu

Research Intern April. 2017 - Jul. 2017
NVIDIA Research, New Experiences Group (Redmond, WA)
- Computational perception in VR
- 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)
- Computational display and perceptual rendering for next generation VR.
- With Fu-Chung Huang, Joohwan Kim and David Luebke

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