Qi Sun

www.qisun.me
qisun0@gmail.com

WORK

Research Scientist June 2018 - Now
- Adobe Research, San Jose, CA

EDUCATION

Doctor of Philosophy Aug. 2013 - May 2018
- 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

Bachelor of Science Aug. 2013
- Mathematics
  Taishan Honors College, Shandong University, China Sep. 2010 - Aug. 2013
- Computer Science
  Shandong University, China Sep. 2009 - Sep. 2010

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

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)
- Augmented Reality
- With Paul Asente, Cynthia Lu and Li-Yi Wei

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

PRESS/MEDIA

Towards Virtual Reality Infinite Walking
BBC Click TV Program, SIGGRAPH blog, IEEE, Adobe News, NVIDIA Blog, Two Minute Papers, Stony Brook News, Road to VR, Hackaday, VR Focus, VR World, Inverse, ScienceDaily, eurekAlert, 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/ ADVISTING

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
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/ 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

Conference Committee
ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (i3D) 2019

Reviewer
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

Other
Adobe Research PhD fellowship committee 2018

AWARDS

Stony Brook Computer Science Special Chair Fellowship 2013 - 2014
Outstanding Bachelor Thesis Award of Shandong Province, China 2013