

Qi Sun

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- EDUCATION**
- PhD Candidate** Aug. 2013 - present
- Center of Visual Computing, Computer Science Department, Stony Brook University
Advisor: Distinguished Professor Arie E. Kaufman
- Bachelor of Science** Aug. 2013
- Mathematics
Taishan Honors College, Shandong University, China Sep. 2010 - Aug. 2013
 - Computer Science and Technology
Shandong University, 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
- 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 - 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 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 University, Jinan, China

SERVICE

Reviewer

SIGGRAPH, IEEE VIS, Computer Graphics Forum (CGF), IEEE 3DUI, IEEE VR, 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