YUAN YAO

Website; Google Scholar; Github
X660, ICICS Computer Science, 2366 Main Mall ⋄ Vancouver, Canada
rozentil@cs.ubc.ca ⋄ rozentill@gmail.com

EDUCATION

University of British Columbia *Sept 2018 - now*
Ph.D. in Computer Science

Shanghai Jiao Tong University *Sept 2013 - June 2018*
B.Eng. in Computer Science & Technology

University of California, Los Angeles *Aug 2015 - Sept 2015*
International Student in Summer Session C

RESEARCH INTERESTS

Computer Graphics and **Computer Vision**.
Computer Graphics is to create a beautiful virtual worlds while Compute Vision is to learn how the world looks like which can be used for better creation. More specifically, I am now interested in **3D Vision, Geometry Processingand Physics-based Simulation.**

PUBLICATIONS

[1] **Yuan Yao**, Nico Schertler, Enrique Rosales, Helge Rhodin, Leonid Sigal and Alla Sheffer. Front2Back: Single View 3D Shape Reconstruction via Front to Back Prediction. *CVPR 2020.*
[2] Jing Liao, **Yuan Yao**, Lu Yuan, Gang Hua and Sing Bing Kang. Visual Attribute Transfer through Deep Image Analogy. *SIGGRAPH 2017.*
[3] **Yuan Yao**, Po-tsung Chiu and Wai-tat Fu. A Gestural Interface for Practicing Children's Spatial Skills. *IUI 2017(Poster).*

PREPRINT

RESEARCH EXPERIENCE

University of British Columbia Oct 2017 - Jan 2018, Sept 2018 - present
Research Assistant at DGP group, supervised by ***Alla Sheffer*** *and* ***Leonid Sigal*** *Vancouver, Canada*

During this time, I mainly work on these research projects and topics:

- **Single-view 3D Reconstruction.**
- **Data-driven Cloth Simulation.**
- **Music-driven Human Pose Generation.**
- **Pixel-art Vectorization.**

Megvii Research(Face++) Feb 2018 - Aug 2018
Research Intern at LLCV group, advised by ***Liqian Ma*** *and* ***Haoqiang Fan*** *Beijing, China*

I focused on **3D Face and Hair Capture** from multi-view inputs. My algorithms and codes have been used in the products **digital avatar, animoji and 3D relighting**.

Microsoft Research Asia Oct 2016 - Aug 2017
Research Intern at Visual Computing Group, advised by ***Jing Liao*** *and* ***Lu Yuan*** *Beijing, China*

I was in the project **Deep Image Analogy**, which is a non-parametric method for style transfer which mainly focuses on the visual attributes in the images. (published in SIGGRAPH 2017)

University of Illinois, Urbana-Champaign Jun 2016 - Sept 2016
Research Assistant Intern at Cascade Lab, advised by ***Wai-tat Fu*** *Illinois, USA*

I researched on designing a **Gestural Interface** to practice children's **Spatial Reasoning** skills. (published in IUI 2017)

Shanghai Jiao Tong University Sept 2015 - Apr 2016
Research Assistant at IIOT Lab, advised by ***Xinbing Wang*** *Shanghai, China*

I was in the project **Acemap**, which is an academic search system. It aims to create maps representing the relationship in academy to help scholars and students. My works covered data cleaning, web crawler and parallel computing.

WORK EXPERIENCE

University of British Columbia Sept 2018 - Apr 2019
Teaching Assistant CPSC314 Computer Graphics *Vancouver, Canada*

Unity Technologies, China Nov 2015 - Feb 2016
Software Engineering Intern *Shanghai, China*

ACADEMIC SERVICES

Reviewer: IEEE Transactions on Multimedia

HORNORS&AWARDS

- The Finalist in ID@XBOX Game Developing Contest held by Microsoft, 2017
- The Finalist in Beauty of Programming held by Microsoft (top 0.3% in nation), 2016
- The Meritorious Winner in Mathematical Contest in Modeling (top 11% in world), 2016
- The Best Enterprise Prize in Hack Shanghai, 2015
- The Academic Excellent Scholarship (top 15%), 2014
- The First Prize in National Mathematical Olympiad in Senior (rank:33 in Shanghai) , 2012

MISCELLANEOUS

Interests	Hiking, Climbing, Guitar, Board Game
Computer Languages	C&C++, C#, Python, HTML/CSS, JavaScript, PHP
Developing Tools	MATLAB, Unity, Hadoop, Kettle
Other Tools	Photoshop, Premiere, iMoive, Blender
Library/Toolkit	CUDA, Caffe, PyTorch, libigl, OpenGL, Eigen, openMP, OpenCV, D3.js