

Binh-Son Hua

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Education

Ph.D. School of Computing, National University of Singapore, Singapore, 2009 - 2015.

B.E. (Hons.). Computer Science and Engineering, Ho Chi Minh City University of Technology, Vietnam, 2003 - 2008. GPA: 8.28/10.

Publications/Presentations

[Google Scholar](#)

1. [Binh-Son Hua](#), Quang-Hieu Pham, Duc Thanh Nguyen, Minh-Khoi Tran, Lap-Fai Yu, and Sai-Kit Yeung, SceneNN: a Scene Meshes Dataset with aNnotations, 3DV 2016 (*Oral presentation*).
2. [Binh-Son Hua](#) and Kok-Lim Low, Guided path tracing using clustered virtual point lights, SIGGRAPH Asia 2015 Posters Program.
3. [Binh-Son Hua](#), Imari Sato, and Kok-Lim Low, Direct and Progressive Reconstruction of Dual Photography Images, ICIP 2013.
4. [Binh-Son Hua](#), Tian-Tsong Ng, and Kok-Lim Low, Reconstruction of Depth and Normals from Interreflections, ICIP 2013. (*Oral presentation*).
5. [Binh-Son Hua](#) and Kok-Lim Low, Interactive Motion Deblurring Using Light Streaks, ICIP 2011.
6. Duc Thanh Nguyen, [Binh-Son Hua](#), Minh-Khoi Tran, Quang-Hieu Pham, and Sai-Kit Yeung, A Field Model for Repairing 3D Shapes, CVPR 2016. (*Spotlight presentation*).
7. Ramanpreet Pahwa, Minh Do, Tian Tsong Ng, and [Binh-Son Hua](#), Calibration of Depth Cameras Using Denoised Depth Images, ICIP 2014.
8. Li Shen, Chuohao Yeo, and [Binh-Son Hua](#), Intrinsic Image Decomposition Using a Sparse Representation of Reflectance, TPAMI 2013.
9. Lei Wang, [Binh-Son Hua](#), and Xueqing Li, Adaptive Energy Diffusion for Blind Inverse Halftoning, PCM 2010.

Professional Activities

Reviewer, PLOS ONE 2016, WSCG 2016, CGI 2015.

Sub-reviewer, SIGGRAPH 2016, SIGGRAPH Asia 2015, 3DV 2015-2016, Pacific Graphics 2016, ACCV 2016, TCSVT 2016.

Work Experience

Postdoctoral Researcher	Singapore University of Technology and Design	Jun 2015 - Jan 2016
Research Assistant	National University of Singapore	Jan 2015 - Apr 2015
Teaching Assistant	National University of Singapore	Feb 2013 - Dec 2014
Intern	Institute for Infocomm Research, Singapore	Mar 2011 - Aug 2012
Project: Geometry from interreflection in light transport, supervised by Dr. Ng Tian Tsong.		
Intern	National Institute of Informatics (NII), Japan	Jul 2010 - Dec 2010
Project: Light transport acquisition, supervised by Prof. Imari Sato.		
Intern	G3 Lab, National University of Singapore	Jun 2008 - Dec 2008
Project: Motion deblurring, supervised by Dr. Low Kok Lim.		
Intern	National University of Singapore	Aug 2007 - Dec 2007
Final year project: Secure information flow analysis, supervised by Prof. Khoo Siau Cheng.		

Teaching Experience

Teaching Assistant	Advanced Computer Animation	Jan 2015	
	3D Modeling and Animation	Jan 2015	Feedback
	Software Systems Design	Aug 2014, Aug 2013	Feedback
	Programming Methodology	Jan 2014	Feedback
	Data Structures and Algorithms I	Jan 2013	Feedback
	Software Engineering	Jan 2013	
	JavaScript, HTML, C++ programming (at National Junior College, Singapore)	Aug 2014, Aug 2013	
Guest Lecturer	Fluid Simulation	Mar 2015	
	HTML5 and JavaScript	Sep 2014	
Tutor	Graphics Rendering Techniques	Jan 2012, Jan 2011, Jan 2010	
	General Purpose Computation on GPU	Aug 2011	

Co-supervised Students

Le Hoang Quyen	Master thesis, 2014	Real-time caustics rendering
Cui Yingchao	Bachelor thesis, 2013	Photon mapping
Ana-Delia Sambotin	Master thesis, 2012	Interreflection reconstruction

Language Proficiency

Japanese	Japanese Language Proficiency Test	N1	Jul 2016
	Japanese Language Proficiency Test	N2	Dec 2010
English	TOEFL iBT	99	Dec 2007
	IELTS	7.5	Jul 2007
Chinese (Mandarin, Cantonese, Teochew, almost native), and Vietnamese (native).			

Awards

PhD research scholarship	National University of Singapore	Jan 2009 – Dec 2012
Second runner-up	Samsung Mobile Games 2005, Vietnam	Jun 2005 – Nov 2005

Other Activities

Graphics developer	Ephere Inc.	May 2016 – Jun 2016
Student volunteer	SIGGRAPH Asia 2009, Yokohama, Japan	Dec 2009
Software developer	VietCore Co., HCMC, Vietnam	Mar 2008 – Jun 2008
Project: Frustrated Total Internal Reflection (FTIR) multi-touch display.		
Intern	FPT Software Solution, HCMC, Vietnam	Jul 2006 – Oct 2006
Game developer	FPT Mobile, HCMC, Vietnam	Feb 2006

Programming Skills

C/C++, C#, Python, Java, MATLAB.
OpenGL, GLSL, CUDA, HTML5/JavaScript.
Familiar with Unity, Maya, Blender, OpenCV, Linux, and Mac OS X.

Latest update: October 12, 2016.