





CONTACT

-  E-mail
-  GitHub
-  ORCID
-  My Homepage

SKILLS

C/C++ 6 yrs

Python 5 yrs

Realistic Rendering 2 yrs

Machine Learning 4 yrs

Linux 2 yrs

English IELTS 7.5

Japanese N3

JIAHUI FAN

Ph.D. Student - Computer Science & Engineering

EDUCATION

Ph. D. - Computer Science & Engineering
Nanjing University of Science and Technology,
China

2020 - NOW

Working on Neural-Based Appearance Modeling and Microfacet Model for Realistic Rendering, advised by Prof. Jian Yang and Prof. Beibei Wang.

Bachelor - Computer Science & Engineering
Nanjing University of Science and Technology,
China

2016 - 2020

Worked on Depth Completion in Computer Vision, advised by Prof. Jian Yang.

PUBLICATIONS

Neural Layered BRDFs
2022

SIG 2022

Jiahui Fan, Beibei Wang*, Miloš Hašan, Jian Yang* and Ling-Qi Yan

Position-free Multiple-bounce Computations
for Smith Microfacet BSDFs
2022

SIG 2022/TOG

Beibei Wang, Wenhua Jin, *Jiahui Fan*, Jian Yang, Nicolas Holzschuch and Ling-Qi Yan

Efficient Specular Glints Rendering with Differentiable Regularization
2022

TVCG

Jiahui Fan, Beibei Wang*, Wenshi Wu, Miloš Hašan, Jian Yang* and Ling-Qi Yan

QUALIFICATIONS/ AWARDS

IELTS

7.5 out of 9

Qualified in 2021

A certificate to prove English language proficiency for non-native English language speakers.

On-campus academic scholarships

2nd class in 2022

1st class in 2021

By Nanjing University of Science and Technology.

GPA

3.55 out of 4.0

Finished in 2020

An average grade for all my courses during the undergraduate period.

NJUST Innovation Cup

1st place award

2019

A competition in innovating technology products and services. My team won the 1st place by a program named Real-time Musical Accompaniment Software System

PROJECTS

Huawei Depth Completion 2020

Python

A computer vision project co-operated with Huawei Technologies Co., Ltd on depth completion in the ToF camera of mobile phones. I contributed in this project by implementing the algorithm, managing the code, and providing the final release version of this project.

A Real-time Musical Accompaniment Software System 2019

C++

An Innovation Cup entry in NJUST. Scored the 1st place award. I contributed in this project by providing the algorithm outline and taking part in the design and discussion of the final product.

EXTRACURRICULAR

- **Foreign Languages.** While I've been teaching myself Japanese since my high school, I'm also learning Russian (1 year for now) and French (0.5 years for now) with a lot of interests in their different culture and customs.
- **Drama.** I have learned to play modern drama for 5 years. In 2018 and 2019, I've been the leader of the Drama Troupe in Nanjing University of Science and Technology, a Provincial college student art group, for two years. I have performed in university-wide plays for more than 6 times and been invited to perform at an evening show in the Grand Theatre of China, Shanghai in 2018.