# HSIEN-YU MENG

### 240-6722160

#### mengxy19@umd.edu

Website, GitHub

#### **EDUCATION**

University of Maryland, College Park

Maryland, USA

PhD - Computer Science

Sep. 2019 - Jul. 2024 (expected)

Advisor: Prof. Dinesh Manocha

Tsinghua University

Beijing, P.R. China

M.Sc - Institute of HCI and Media Integration, Dept. of Computer Science

Sep.2016 - Jul. 2019

B.Eng - Electronic Information Science and Technology

Aug. 2012 - Jul. 2016

Chinese Academy of Sciences

Beijing, P.R. China

Research Assistant, Institute of Computing Technology

Jun. 2018 - Dec. 2018

Human Motion Research Group

Advised by Prof. Lin Gao and co-advised by Prof. Dinesh Manocha from UMD and Prof. Yu-Kun Lai from Cardiff University.

**Duke University** 

Durham, NC, U.S

Research Assistant, Carl E. Ravin Advanced Imaging Laboratories

Jul. 2015 - Sep. 2015

Advisor: Prof. Maciej Mazurowski

# PUBLICATION

VV-Net: Voxel VAE Net with Group Convolutions for Point Cloud Segmentation

ICCV 2019

• Hsien-Yu Meng, Lin Gao, Yu-Kun Lai, Dinesh Manocha. Paper

Learning Acoustic Scattering Fields for Dynamic Interactive Sound Propagation

IEEE VR 2021

• Zhenyu Tang\*, **Hsien-Yu Meng\***, Dinesh Manocha. Paper

Point-based Acoustic Scattering for Interactive Sound Propagation via Surface Encoding IJCAI 2021

- Acceptance rate 13.9%
- Hsien-Yu Meng, Zhenyu Tang, Dinesh Manocha. https://arxiv.org/abs/2105.08177Paper

PRS-Net: Planar Reflective Symmetry Detection Net for 3D Models

TVCG 2020

• Lin Gao, Ling-Xiao Zhang, **Hsien-Yu Meng**(Second-student author), Yi-Hui Ren, Yu-Kun Lai, Leif Kobbelt. Paper

Video to Fully Automatic 3D Hair Model

SIGGRAPH ASIA 2018

• Shu Liang, Xiufeng Huang, **Hsien-Yu Meng**, Kunyao Chen, Linda G. Shapiro, Ira Kemelmacher-Shlizerman. Paper

Low-frequency Compensated Synthetic Impulse Responses for Improved Far-field Speech Recognition  $ICASSP\ 2020$ 

• Zhenyu Tang, **Hsien-Yu Meng**, Dinesh Manocha. Paper

### AWARDS AND HONORS

Dean's Fellowship, University of Maryland, College Park.

Sep. 2019

# EXPERIENCE

Real Time Non-Rigid Deformation

Jun. 2016 - Dec. 2016

- Implement the keyframe prediction and nonlinear registration to deliver streamable content;
- Written in C++, applied CUDA and DSL for acceleration;
- Work as a founder engineer at Owlii, a startup aims to capture holographic life.