

Qingan Yan

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Short Bio

I am a computer vision scientist at JD.com Silicon Valley Research Center in Mountain View, CA. I received my Ph.D. degree from Wuhan University, 2017. In JD, I work on *fashion-related* applications, mainly involved in *human shaping and clothing fitting*.

My interests primarily focus on the field of computer vision and graphics. In particular, I tackle the challenges in *structure from motion, visual fusion, dense correspondence and relighting*. I am also interested in geometric deep learning, such as *3D scene perception, guided shape recovery and unstructured data representation*.

Work Experience

- **JD.com Silicon Valley Research Center**, California, USA Nov 2017 – current
Position: **Research Scientist**
Duty: *Design efficient algorithms for JD's AR products using 3D vision and deep learning technologies.*
- **Wuhan University**, Wuhan, China Jul 2015 – Jul 2017
Position: **Research Assistant**
Duty: *Conduct research on scene understanding and 3D reconstruction problems.*
- **CIS Academic Summer Session**, Wuhan, China Jul 2016 – Aug 2016
Position: **Teaching Assistant**
Duty: *Assign tests and manage research projects with Prof. Brian A. Barsky, UC Berkeley*
- **Wuhan EONES technology Co.,Ltd**, Wuhan, China Jul 2008 – Apr 2009
Position: **Software Engineer**
Duty: *Develop logistics management systems and GIS systems.*

Education

- Ph.D. in Computer Science, **Wuhan University** Sep 2012 – Jul 2017
Advisor: Prof. *Chunxia Xiao*
Areas of Focus: *Computer Vision, Computer Graphics*
- M.S. in Computer Science, **Southwest University of Science and Technology** Sep 2009 – Jun 2012
Advisor: Prof. *Yadong Wu*
Areas of Focus: *Computer Vision, Image Processing, Human-Computer Interaction*
- B.E. in Computer Science, **Hubei University for Nationalities** Sep 2004 – Jun 2008
Advisor of Thesis: Prof. *Kunwu Xie*

Selected Publications

- Yanping Fu, **Qingan Yan**, Long Yang, Jie Liao, Chunxia Xiao. *Texture Mapping for 3D Reconstruction with RGB-D Sensor*. **IEEE Conference on Computer Vision and Pattern Recognition (CVPR)**, Salt Lake City, USA, 2018: 4645-4653.
- Long Yang, **Qingan Yan**, Yanping Fu, Chunxia Xiao. *Surface Reconstruction via Fusing Sparse-Sequence of Depth Images*. **IEEE Transactions on Visualization and Computer Graphics (TVCG)**, 2018, 24(2): 1190-1203.

- **Qingan Yan**, Long Yang, Ling Zhang, Chunxia Xiao. *Distinguishing the Indistinguishable: Exploring Structural Ambiguities via Geodesic Context*. **IEEE Conference on Computer Vision and Pattern Recognition (CVPR)**, Honolulu, USA, 2017: 3836-3844. (**Spotlight Oral**)
- Ling Zhang, **Qingan Yan**, Zheng Liu, Hua Zou, Chunxia Xiao. *Illumination Decomposition for Photograph with Multiple Light Sources*. **IEEE Transactions on Image Processing (TIP)**, 2017, 26(9): 4114-4127.
- Long Yang, **Qingan Yan**, Chunxia Xiao. *Shape-Controllable Geometry Completion for Point Cloud Models*. **The Visual Computer (TVC)**, 2017, 33(3): 385-398.
- **Qingan Yan**, Long Yang, Chao Liang, Huajun Liu, Ruimin Hu, Chunxia Xiao. *Geometrically Based Linear Iterative Clustering for Quantitative Feature Correspondence*. **Computer Graphics Forum (CGF)**, 2016, 35(7): 1-10. (**Proceedings of Pacific Graphics 2016**)
- **Qingan Yan**, Zhan Xu, Chunxia Xiao. *Fast Feature-Oriented Visual Connection for Large Image Collections*. **Computer Graphics Forum (CGF)**, 2014, 33(7): 339-348. (**Proceedings of Pacific Graphics 2014**)

Patents

- Chunxia Xiao, **Qingan Yan**. *Pixel-level Point Cloud Densification Method for Geometric Clue Perception in Three-dimensional Scene Reconstruction*. **CN107610219A**, pending, January/19/2018.
- Yadong Wu, **Qingan Yan**, Zhiqin Liu. *Optical Multi-touch Contact Detection Based on Visual Attention Model*. **CN102855025B**, issued, June/17/2015.

Selected Projects (during graduate)

- **Multi-modal Sensing Based Outdoor Structures Reconstruction and Editing** Jan 2016 – Jul 2017
Description: Develop innovative approaches for modeling outdoor architectural structures combining multi-modal sensor data, such as Internet imagery, aerial photography and depth cameras. We also explore geometric deep learning methods to recover and understand the style of different architectures.
- **Crowdsourced 3D Streetscape Reconstruction and Augmentation** Sep 2012 – Dec 2016
Description: Built an unstructured imagery reconstruction framework that addresses several relevant and challenging problems existing in recent structure from motion modeling techniques, such as the matching of image collections, desification of feature correspondences and disambiguation of duplicate scenes.
- **Vision Based Finger-touch Interaction** Sep 2010 – Jun 2012
Description: Developed a vision based multi-touch system which requires lasers to be the light source and utilizes a camera to detect bright touching points. We also designed a remote finger-control system that combines Kinect and low-level vision technologies.
- **Digital Image Super-resolution** Sep 2009 – Sep 2010
Description: Drawing upon redundant examples within one given image pyramid, we conducted a data-driven method to up-sample this image and optimize its efficiency for television chip usage.

Honors and Awards

- The Second Class Graduate Academic Innovation Award of Wuhan University, 2017.
- Travel Grant Award from CVPR Doctoral Consortium, 2017.
- Excellent Graduate Award of Southwest University of Science and Technology, 2012.
- The First Class Scholarship of Jiangsu Yangshan, 2011.
- Outstanding Student Award of Southwest University of Science and Technology, 2010-2011.
- The Second Class Outstanding Undergraduate Thesis Award of Hubei Province, 2008.
- Excellent Graduate Award of Hubei University for Nationalities, 2008.

Professional Activities

Journal Reviewer: IEEE Transactions on Image Processing (TIP),
IEEE Transactions on Multimedia (TMM),
Journal of Applied Remote Sensing (JARS).
Conference Reviewer: CVPR 2019.
Conference Staff: Chinagraph 2014, CAD/CG 2014.

Technical Skills

Programming Languages: C/C++, Python, Matlab
Development Libraries: OpenGL, OpenCV, Tensorflow, Caffe, QT, unity, D3.js
Other Tools: L^AT_EX, Ubuntu, Git, Kinect, Orbbec