Zhen Chen

Contact Information	Department of Computer Science	737-230-9435
	2317 Speedway, Stop D9500	zchen96@cs.utexas.edu
	Austin, Texas 78712, USA	https://zhenchen-jay.github.io/

Research interests

My research is majorly related to thin Shell simulation and inverse design. Currently, I am working on proposing a novel thin shell model to achieve fast and accurate results. I also explored the possibility to combine the cloth simulation with deep neutral networks.

Education

The University of Texas at Austin — Austin, Texas
Ph.D. in Computer Science — 2018 – Present
Supervisor: Prof. Etienne Vouga

University of Science and Technology of China — Anhui, China
Bachelor in Mathematics — 2014 – 2018
Mentors: Prof. Ligang Liu

Publications

Zhen Chen, Hsiao-yu Chen, Danny Kaufman, Mélina Skouras, Etienne Vouga. Fine Wrinkling on Coarsely-Meshed Thin Shells. *ACM Transcations on Graphics, 2021.*

Zhen Chen, Daniele Panozzo, Jeremie Dumas. Half-Space Power Diagrams and Discrete Surface Offsets. *IEEE Transaction on Visualization and Computer Graphics, 2019.*

Talks

Half-Space Power Diagrams and Discrete Surface Offsets (with Jeremie Dumas)
Symposium on Geometry Processing (SGP) — 2020

Fine Wrinkling on Coarsely-Meshed Thin Shells
SIGGRAPH — 2022

Experience

Research Intern, Tencent AI Lab — Bellevue, US
Mentor: Xifeng Gao — Summer 2022
Project description: Mesh simplification for the real world mesh data, including mesh decimation, topology repairing.

Research Intern, Adobe — Remote in Austin, US
Mentor: Danny Kaufman — Summer 2021
Project description: Design a time integrator which achieves a trade-off between amplitude distortion (dissipation) and period distortion (dispersion).

Teaching assistant, Department of Computer Science — UT Austin
CS 303E: Elements of Computers and Programming — Fall 2018

Teaching assistant, Department of Mathematics — USTC
Complex Analysis — Fall 2017
Mathematical Analysis — Spring 2017

Student intern, Geometric Computing Lab — NYU
Host: Prof. Daniele Panozzo — Summer 2017

Project description: Explored the algorithm to compute the offset surface of 3D meshes.

Reviews	Computer Graphics Forum	
Honors and Awards	Baosteel ScholarShip(Top 2%)	2017
	National Scholarship (Top 1% nationwide)	2016
	Outstanding Freshman Scholarship (Top 1%)	2014
Language and Skills	**Programming**: C/C++, Python, Matlab	
	Software: Houdini, Adobe Premiere	
	Language: Chinese(native), English(fluent)	