

Zhen Chen

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INFORMATION	2317 Speedway, Stop D9500 Austin, Texas 78712, USA	zchen96@cs.utexas.edu https://csyzzkdcz.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 neural networks.	
EDUCATION	The University of Texas at Austin Ph.D. in Computer Science Supervisor: Prof. Etienne Vouga University of Science and Technology of China Bachelor in Mathematics Mentors: Prof. Ligang Liu	Austin, Texas 2018 – Present Anhui, China 2014 – 2018
PUBLICATIONS	[1] Zhen Chen , Daniele Panozzo, Jeremie Dumas. Half-Space Power Diagrams and Discrete Surface Offsets. <i>IEEE Transaction on Visualization and Computer Graphics</i> , 2019. [2] Zhen Chen , Hsiao-yu Chen, Danny Kaufman, Mélina Skouras, Etienne Vouga. Fine Wrinkling on Coarsely-Meshed Thin Shells. <i>ACM Transactions on Graphics</i> , 2021.	
TALKS	Half-Space Power Diagrams and Discrete Surface Offsets (with Jeremie Dumas) Symposium on Geometry Processing (SGP) Fine Wrinkling on Coarsely-Meshed Thin Shells (to appear) SIGGRAPH	2020 2022
EXPERIENCE	Research Intern, Adobe Mentor: Danny Kaufman 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 Teaching assistant, Department of Mathematics (USTC) Complex Analysis Mathematical Analysis Student intern, Geometric Computing Lab (NYU) Host: Prof. Daniele Panozzo Project description: Explored the algorithm to compute the offset surface of 3D meshes.	Summer 2021 Fall 2018 Fall 2017 Spring 2017 Summer 2017
HONORS AND	Baosteel ScholarShip(Top 2%)	2017

AWARDS	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)	