# Zhe Wang

CONTACT Information

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RESEARCH INTERESTS

**EDUCATION** 

Interactive Data Analysis, Data Visualization, Machine Learning

The University of Arizona Tucson, AZ, USA

Aug. 2014 to present

PhD Student, Department of Computer Science

• Advisor: Dr. Carlos Scheidegger

• Committee: Dr. Richard T. Snodgrass, Dr. Joshua A. Levine, Dr. Remco Chang

Chinese Academy of Sciences Beijing, China

Sep. 2011 to June 2014

M.S., Institute of Computing Technology (ICT)

• Advisor: Dr. Hong Liu

Northeast Normal University Changchun, China

Sep. 2007 to June 2011

B.E., College of Software Engineering

• Major: Software Engineering

RESEARCH PROJECTS

**TopoCubes** (Jan. 2017 to present)

• Real-Time Modeling for Visual Exploration of Large Multidimensional Datasets

Gaussian Cubes (Sep. 2015 to Dec. 2016)

• Real-Time Modeling for Visual Exploration of Large Multidimensional Datasets

### Light Curve Visualization (May 2015 to Dec. 2015)

• Interactive visuliazation of astronomy light curve data.

**ANTARES** (Aug. 2014 to Aug. 2016)

- The Arizona-NOAO Temporal Analysis and Response to Events System
- Architecture Team Member (Aug. 2014 to Sep. 2016)
- Visualization Team Member (Aug. 2015 to present)
- Chief Programmer (Aug. 2015 to Sep. 2016)

### Obstacle Avoidance System for the Blind (June 2012 to May 2014)

- M.S. Thesis Project
- An electronic travel aid to help the visually impaired walk safely using RGB-D sensors

### Crowd Density Estimation (Sep. 2011 to June 2012)

• Proposed a novel feature for crowd density estimation: the Local Binary Pattern Co-Occurrence Matrix

Publications

- [1] **Zhe Wang**, Nivan Ferreira, Youhao Wei, Aarthy Bhaskar, Carlos Scheidegger. Gaussian Cubes: Real-Time Modeling for Visual Exploration of Large Multidimensional Datasets. *IEEE InfoVis* 2016, *IEEE TVCG*.
- [2] Abhijit Saha, Zhe Wang, Thomas Matheson, et al. "ANTARES: Progress towards building a Broker of time-domain alerts". In: Proc. SPIE 9910, Observatory Operations: Strategies, Processes, and Systems VI, 99100F (July 18, 2016)

- [3] Zhe Wang, Hong Liu, Xiangdong Wang, and Yueliang Qian. Segment and Label Indoor Scene based on RGB-D for the Visually Impaired. In: *International Conference on Multimedia Modeling* (MMM), 2014.
- [4] Hong Liu, Zhe Wang, Xiangdong Wang, Guoying Zhao, and Yueliang Qian. Adaptive Scene Segmentation and Obstacle Detection for the Blind. *Journal of Computer-Aided Design and Computer Graphics*(JCAD), 25(12), 1818-1825, 2013.
- [5] Zhe Wang, Hong Liu, Yueliang Qian, and Tao Xu. Real-Time Plane Segmentation and Obstacle Detection of 3D Point Clouds for Indoor Scenes. In: The 2nd Workshop on Consumer Depth Cameras for Computer Vision, in conjunction with European Conference on Computer Vision (ECCV), 2012.
- [6] Zhe Wang, Hong Liu, Yueliang Qian, and Tao Xu. Crowd Density Estimation Based On Local Binary Pattern Co-Occurrence Matrix. In: the 2nd IEEE International Workshop on Advances in Automated Multimedia Surveillance for Public Safety, in conjunction with IEEE International Conference on Multimedia and Expo (ICME), 2012.
- [7] Tao Xu, Hong Liu, Yueliang Qian and Zhe Wang. A Fast and Roust Pedestrian Detection Framework based on Static and Dynamic Information. In: IEEE International Conference on Multimedia and Expo (ICME). 2012.

## Work Experience

### AT&T Labs

ICE NYC, USA

• Research Intern

May 2017 to July 2017

### AWARDS

- Graduate College Fellowship, University of Arizona (2017)
- Dongshi Medal, NENU (top 38 students of the university) (2011)
- National Second Prize in Microsoft Imagine Cup Software Design (top 3 projects in China) (2010)
- National Second Prize in Microsoft Imagine Cup Multipoint Education Award (top 2 projects in China) (2009)
- Presidential Scholarship, NENU (top 1% students) (2008, 2009, 2010, 2011)

## SKILLS

Programming Language: Python, C/C++, Javascript, SQL, Library and Tools: D3, React.js, Numpy, Scipy, OpenCV, PCL, Matplotlib