

# YI ZHOU 周易

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I am a Ph.D. candidate at the University of Southern California. I work in the interdisciplinary field of Computer Graphics, Computer Vision and Deep Learning. My research interests include AI-driven human dynamics synthesis and deep representations for complex geometries. I have worked on projects related to human motion synthesis, hair and face digitizing and real-time AR systems.

## EDUCATION

**Ph.D. Computer Science** - University of Southern California

08/2016 – present

*With Annenberg Fellowship*

- Advisor: Dr. Hao Li
- Field: Computer Graphics, Computer Vision and Deep Learning.
- Topics: AI-driven human reconstruction and motion synthesis. Representation learning for complex geometries.

**M.S. Software Engineering** - Shanghai Jiao Tong University

09/2013 – 03/2016

- Advisor: Dr. Shuangjiu Xiao
- Field: Augmented Reality and Human Computer Interaction.
- Thesis: Projection Mapping on Movable 3D Objects

**B.S. Software Engineering** - Shanghai Jiao Tong University

09/2009 – 07/2013

## PUBLICATIONS

- **ON THE CONTINUITY OF ROTATION REPRESENTATIONS IN NEURAL NETWORKS**

Yi Zhou\*, Connelly Barnes\*, Jingwan Lu, Jimei Yang, and Hao Li.

*Proceedings of the 32nd IEEE International Conference on Computer Vision and Pattern Recognition,*  
(CVPR 2019), 06/2019

- **HAIRNET: SINGLE-VIEW HAIR RECONSTRUCTION USING CONVOLUTIONAL NEURAL NETWORKS**

Yi Zhou, Liwen Hu, Jun Xing, Weikai Chen, Han-Wei Kung, and Hao Li.

*Proceedings of the 15th European Conference on Computer Vision,*  
(ECCV 2018), 09/2018

-The Best of the Physics arXiv (week ending June 30, 2018) by [Emerging Technology from the arXiv](#)

-Featured in [Nvidia News](#)

- **AUTO-CONDITIONED RECURRENT NETWORKS FOR EXTENDED COMPLEX HUMAN MOTION SYNTHESIS**

Yi Zhou\*, Zimo Li\*, Shuangjiu Xiao, Chong He, and Hao Li.

*Proceedings of the Sixth International Conference on Learning Representations 2018,*  
(ICLR 2018), 04/2018

- **REALISTIC DYNAMIC FACIAL TEXTURES FROM A SINGLE IMAGE USING GANS**

Kyle Olszewski\*, Zimo Li\*, Chao Yang\*, Yi Zhou, Ronald Yu, Zeng Huang, Sitao Xiang, Shunsuke Saito, Pushmeet Kohli, and Hao Li.

*Proceedings of the IEEE International Conference on Computer Vision 2017,*  
(ICCV 2017), 10/2017

- **PMOMO: PROJECTION MAPPING ON MOVABLE 3D OBJECT**

Yi Zhou, Shuangjiu Xiao, Ning Tang, Zhiyong Wei, and Xu Chen.

*Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*, pp. 781-790. ACM, 2016  
(CHI 2016), 05/2016

## INTERNSHIP

<b>Facebook Reality Lab (Pittsburgh)</b> Research Intern Mentor: Dr. Chenglei Wu <ul style="list-style-type: none"><li>• Topic: Social VR</li></ul>	<b>05/2019 – present</b>
<b>Adobe (San Jose)</b> Research Intern Mentor: Dr. Jingwan (Cynthia) Lu <ul style="list-style-type: none"><li>• Topic: Human motion synthesis</li></ul>	<b>05/2018 – 08/2018</b>
<b>Pinscreen (Santa Monica)</b> Research Intern <ul style="list-style-type: none"><li>• Topic: Face tracking and facial expression retargeting in videos</li></ul>	<b>05/2017 – 08/2017</b>
<b>Microsoft Research Asia (Beijing)</b> Internet Graphics Group – Research Intern Mentor: Dr. Xin Tong and Dr. Yue Dong <ul style="list-style-type: none"><li>• Topic: 3D hair tracking and reconstruction from single-view videos</li></ul>	<b>06/2015 – 09/2015</b>
<b>Intel Asia (Shanghai) - Pacific Research &amp; Development Ltd</b> Software & Service Group – Developer Intern <ul style="list-style-type: none"><li>• Developing OpenGL and DirectX sdk for 3D displays</li></ul>	<b>04/2015 – 06/2015</b>
<b>Ericsson (Shanghai) R&amp;D Center</b> IMS Development – Developer Intern	<b>07/2012 – 01/2013</b>

## INNOVATION AWARDS

<b>World-wide 3<sup>rd</sup> place (Top 0.5%)</b> at “Microsoft Imagine Cup – Azure Challenge” Microsoft Imagine Cup is the biggest student innovation competition in the world	<b>2013</b>
<b>World-wide 1<sup>st</sup> place</b> at “Ericsson Application Awards”	<b>2012</b>

## AWARDS

Annenberg Symposium Award 2019  
Women in Machine Learning at NIPS 2018 Travel Award  
ICLR 2018 Travel Award  
Annenberg Symposium Award 2018

## PATENTS

- US Patent: “Generating Realistic Animations for Digital Animation Characters Utilizing a Generative Adversarial Network and A Hip Motion Prediction Network”, filed 07/25/2019, Patent Pending.
- Chinese Patent: ZL 201310208253.3, filed 05/30/2013, and issued 03/02/2016.
- Chinese Patent: ZL 201310208266.0, filed 05/30/2013, and issued 03/02/2016.
- Chinese Patent: ZL 201310210827.0, filed 05/30/2013, and issued 12/28/2016.
- Chinese Patent: ZL 201310209941.1, filed 05/30/2013, and issued 12/28/2016.

## TEACHING ASSISTANT

Database Systems (CSCI 585, USC)	<b>Spring 2019</b>
Digital Geometry Processing (CSCI 621, USC)	<b>Spring 2017</b>

## ACADEMIC SERVICES

**Reviewer** of ACM VRST 2017, ACM VRST 2018, WiML 2018, VISINF 2018, CVPR 2019, ICCV 2019

## CODING SKILLS

C++, C#, Python, Pytorch, Erlang