

Yixin Zhuang

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PERSONAL PROFILE Assistant researcher in the Department of NDSC of Information Engineering University. Primary research area is computer graphics, with particular interests in geometric modeling and processing. Other focus of research is robot navigation.

EDUCATION

Washington University in St. Louis, St. Louis, MO, USA.
Visiting Student in Computer Graphics Lab, advised by Tao Ju. Sep 2014 – Sep 2012

Natinal University of Defense Technology, Changsha, Hunan, China.
Ph.D. in Computer Science and Technology. Mar 2011 – Jun 2015
• Thesis: Sketch-Based 3D Shape Creation and Analysis
• Adviser: Professor Yueshan Xiong

M.S. in Computer Science and Technology. Sep 2008 – Dec 2010

Nanjing University of Aeronautics and Astronautics, Nanjing, Jiangsu, China.
B.S. in Computer Science and Technology Sep 2004 – Jun 2008

EMPLOYMENT **Assistant Researcher**, Department of NDSC Information Engineering University Jul 2015 – Jun 2018

PUBLICATIONS **JOURNALS & CONFERENCE**

[1] Yixin Zhuang, Ming Zou, Tao Ju, Nathan Carr, “A General And Efficient Method For Finding Cycles In 3D Curve Networks,” *ACM Transactions on Graphics(SIGGRAPH Asia 2013)*, vol. 32, no. 6, Dec 2013.

[2] Yixin Zhuang, Ming Zou, Tao Ju, Nathan Carr, “Anisotropic Geodesics for Live-wire Mesh Segmentation,” *Computer Graphics Forum(Pacific Graphics 2014)*, vol. 33, no. 7, Oct 2014.

[3] Ibraheem Alhashim, Kai Xu, Yixin Zhuang, Junjie Cao, Patricio Simari, Hao Zhang, “Deformation-Driven Topology-Varying 3D Shape Correspondence,” *ACM Transactions on Graphics(SIGGRAPH Asia 2015)*, Nov 2015.

[4] Yixin Zhuang, Hang Dou, Nathan Carr, and Tao Ju, “Feature-Aligned Segmentation using Correlation Clustering,” *Computational Visual Media 2017(best paper honorable mention award)*, Apr 2017.

ACTIVITY& EXPERIENCE

National University of Defense Technology, Changsha, Hunan, China
Research Assistant Mar 2015 – Jun 2015
• Created 3D geometry modeling and analysis software and lessons for undergraduate students.
Teaching Assistant Mar 2012 – Jun 2012
• Runed assignment and Q&A parts of Computer Graphics Course.

Washington University in St. Louis, St. Louis, MO, USA
Research Assistant Sep 2012 – Sep 2014
• Worked on several research projects and software implementations, see publication 1&2 and software development 1&2.

Shenzhen Institutes of Advanced Technology, Shenzhen, Guangdong, China
Research Assistant Dec 2014 – Jan 2015
• Worked on a research projects, about shape correspondence with large topological variance.

Conferences
Computer Graphics Summer School, at Zhejiang University, Hangzhou, Zhejiang, China Jul 2015
• A short talk on how to do a Siggraph project, at student panel discussion.

**SOFTWARE
DEVELOPMENT**

Cycle Discovery a sketch-based shape creation tool

- The tool basically turns input 3D curve network into 3D polygon geometry, optionally, allows interactive manipulation by user's topological and geometric preference.
- Developed by C++, OpenGL and Wxwidget.
- Demo and data can be downloaded here: http://yixina.net/projects/CycleDisc/CycleDisc_Demo_Data.zip, and source code can be downloaded in github.com/yixin26/Surfacing-of-Curves.

3D Live-wire an interactive mesh segmentation/layout tool

- The tool is best at capture the salient feature of the mesh. Like 2D live-wire, user only need to place a sequence of 'clicks' on the mesh, and the tool will return pathes connect these 'clicks'.
- Developed by C++, OpenGL and Wxwidget.
- Demo and data can be downloaded here: http://yixina.net/projects/Livewire/Livewire_demo.zip, and source code can be downloaded in github.com/yixin26/Mesh-Segmentation.

Mesh Segmentation a semi-automatic mesh segmentation/layout tool

- The tool creates a feature sensitive curve network on the surface. It has only a parameter to control the density of curves. The surface is partitioned as patches by the curves.
- Developed by C++, OpenGL and Wxwidget.
- Demo and data can be downloaded here: <http://yixina.net/projects/FeatureSeg/demo.zip>, and source code can be downloaded in github.com/yixin26/Mesh-Segmentation.
- Note that 3D Live-wire&Mesh Segmentation share the same repository in Github. Source code and dependencies can be found on github.com/yixin26/libs and github.com/yixin26/Mesh-Segmentation.

**AWARDS&
HONORS**

China Scholarship Council, Ministry of Education, China

Sep 2012 – Sep 2014

Covers two years' cost at Washington University in St. Louis, including transportation costs, living expenses, health insurance and other financial support.

**LANGUAGES&
SKILLS**

Languages:

- Chinese(native) and English(fluent).

Programming Languages:

- C++, Matlab, Mathematica, Python, Wxwidget, QT, OpenGL

Other Professional Skills/Tools:

- Html&CSS, Adobe Photoshop&Premiere, L^AT_EX, Git
-

REFERENCES

Tao Ju

Professor at Washington University in St. Louis

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Nathan Carr

Principal Scientist & Research Manager at Adobe

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Hao Zhang

Professor at Simon Fraser University

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Kai Xu

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[CV compiled on 2018-03-14]