

# QIAN-YI ZHOU

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## Interests

- **Everything in Computer Graphics! Especially:**
  - Cage based animation
  - Large urban scene reconstruction
  - Geometry processing on 3D models
  - Volume-based topology editing



## Experience

- **Research and development internship**—Sentinel AVE LLC, Los Angeles, 2008
  - Design, implement, debug, document, and release a fully functional program package which can automatically reconstruct 3D building models from airborne LiDAR data.
  - Integrate several new graphics techniques, e.g. streaming processing, differential geometry analysis, volume-based topology control, to make the software robust, efficient, and able to handle large data-sets.
- **Research assistant**—Tsinghua University, Beijing, 2005 - 2007
  - Design and implement several research prototypes.
  - Softwares available at: <http://graphics.usc.edu/~qianyizh/software.html>, including **MendIT** - a topology editing software for 3D models with user interaction; and **TopoMender** - a fully automatic topology noise removal software.

## Programming Skills

- Proficiency in C++, have 8 years project experience using visual studio.
- Experience in making SIGGRAPH quality figures and videos.
- Have project experience in C#, Matlab, Java, ASP/HTML, SQL, and Delphi.
- Use subversion software for version control and group programming.

## Education

- **Ph.D student in Computer Science** - University of Southern California, 2007 - Present, **GPA 4.0**
- **MS in Computer Science** - University of Southern California, *expected in 2008 Winter*
- **MS in Computer Science** - Tsinghua University, Beijing, 2005 - 2007, **GPA ranked top 1%**
- **BE in Computer Science** - Tsinghua University, Beijing, 2001 - 2005, **GPA ranked top 5%**

## Selected Publications

- Tao Ju, Qian-Yi Zhou, Michiel van de Panne, Daniel Cohen-Or and Ulrich Neumann, Reusable Skinning Templates Using Cage-based Deformations, *ACM SIGGRAPH ASIA 2008*, to appear.
- Tao Ju, Qian-Yi Zhou and Shi-Min Hu, Editing The Topology of 3D Models by Sketching, *ACM SIGGRAPH 2007*.
- Qian-Yi Zhou, Tao Ju and Shi-Min Hu, Topology Repair of Solid Models Using Skeletons, *IEEE Transaction on Vis. Comput. Graph.*, Vol 13, pp. 675-685, 2007.
- Yu-Kun Lai, Qian-Yi Zhou, Shi-Min Hu, Johannes Wallner and Helmut Pottmann, Robust Feature Classification and Editing, *IEEE Transaction on Vis. Comput. Graph.*, Vol. 13, pp. 34-45, 2007.

Full publication list please refer to : <http://graphics.usc.edu/~qianyizh/research.html>