

Minchen Li

Email: minchernl@gmail.com

2366 Main Mall, ICICS/CS Bld. 201

Web: www.cs.ubc.ca/~minchenl

Vancouver, B.C., Canada V6T 1Z4

RESEARCH INTERESTS

I'm interested in applying computational optimization and numerical simulation to visual computing problems, especially in the field of geometry processing and physics-based animation.

EDUCATION

Ph.D. in Computer and Information Science	Sep 2018 – May 2023(expected)
Department of Computer and Information Science, The University of Pennsylvania	Philadelphia, U.S.
Advisor: Prof. Chenfanfu Jiang	
M.Sc. in Computer Science	Sep. 2015 – Apr. 2018
Department of Computer Science, The University of British Columbia	Vancouver, Canada
Advisor: Prof. Alla Sheffer	Grade Average: 95.3/100
B.Eng. (Hons) in Computer Science and Technology (Mixed Class)	Sep. 2011 – Jul. 2015
College of Computer Science & Technology and Chu Kochen Honors College, Zhejiang University	Hangzhou, China
Overall GPA: 3.81/4.00	Major GPA: 3.88/4.00
	Major Ranking: Top 3%

HONORS AND SCHOLARSHIPS

Mitacs Globalink Graduate Fellowship (10,000 CAD)	Jun. 2015
Excellent Bachelor's Thesis Award at Zhejiang University	Jun. 2015
First Class Scholarship for Outstanding Merits (Top 3% in Academic Performance, 5,000 RMB)	2013-2014

PUBLICATIONS

- **Minchen Li**, Alla Sheffer, Eitan Grinspun, and Nicholas Vining. FoldSketch: Enriching Garments with Physically Reproducible Folds. *ACM Transactions on Graphics (SIGGRAPH)*, 2018.
- Xinxin Zhang, **Minchen Li**, and Robert Bridson. Resolving Fluid Boundary Layers with Particle Strength Exchange and Weak Adaptivity. *ACM Transactions on Graphics (SIGGRAPH)*, 2016.
- **Minchen Li**, Wei Cai, Ke Wang, Hong Ji, and Victor C.M. Leung. Prototyping Decomposed Cloud Software: A Case Study on 3D Skeletal Game Engine. *IEEE International Conference on Cloud Computing Technology and Science (CloudCom)*, 2015.
- Wei Cai, Conghui Zhou, **Minchen Li**, Xiuhua Li, and Victor C.M. Leung. MCG Test-bed: An Experimental Test-bed for Mobile Cloud Gaming. *ACM MobiSys Workshop on Mobile Gaming (MobiGames)*, 2015.

RESEARCH EXPERIENCE

■ Research Intern in Creative Intelligence Lab at Adobe Research	May. 2018 – Aug 2018
Project: Physics Based Animation	Mentor: Dr. Danny Kaufman
■ Research Intern in Creative Intelligence Lab at Adobe Research	Sep. 2017 – Nov 2017
Project: Mesh Parameterization	Mentor: Dr. Danny Kaufman, Dr. Vladimir G. Kim
■ Research Assistant in The Imager Lab at The University of British Columbia	May. 2016 – Present
Project: Garment Modeling, Mesh Parameterization	Supervisor: Prof. Alla Sheffer
■ Undergrad Research Assistant at Institute of Artificial Intelligence, Zhejiang University	Nov. 2014 – May. 2015
Project: Skeletal Animation	Supervisor: Prof. Jijun Li

-
- **Mitacs Globalink Research Intern** at The University of British Columbia **Jul. 2014 – Sep. 2014**
Project: Cloud-Based Gaming **Supervisor:** Prof. Victor C.M. Leung, Dr. Wei Cai

 - **National Training Program on Innovation for Undergrads in China** **Oct. 2013 – Apr. 2014**
Project: 3D Face Reconstruction **Supervisor:** Prof. Kun Zhou
-

TEACHING EXPERIENCE

Teaching Assistant at The University of British Columbia

- **CPSC 418 - Parallel Computation** **Instructor:** Prof. Mark R. Greenstreet **Jan. 2016 - Apr. 2016**
 - **CPSC 314 - Computer Graphics** **Instructor:** Dr. Mikhail Bessmeltsev **Sep. 2015 - Dec. 2015**
-

COURSE PROJECTS

- **Subspace Mesh Deformation with Constrained Nonlinear Least Squares Energy** **Nov. 2016 – Dec. 2016**
Course: CPSC 524 – Geometric Modeling **Instructor:** Prof. Alla Sheffer

 - **A Vertex-Edge Quadric for Edge Collapse Mesh Simplification** **Feb. 2016 – Apr. 2016**
Course: CPSC 548 – Directed Studies **Instructor:** Prof. Alla Sheffer

 - **Image Caption Generators based on Deep Neural Networks** **Mar. 2016 – Apr. 2016**
Course: CPSC 540 – Machine Learning **Instructor:** Dr. Mark Schmidt

 - **Eulerian Liquid Simulation with Weakly Coupled Rigid Body** **Nov. 2015 – Dec. 2015**
Course: CPSC 530P – Sensorimotor Computation **Instructor:** Prof. Dinesh K. Pai

 - **Air-Ground Image Matching for MAV Urban Localization** **Nov. 2015 – Dec. 2015**
Course: CPSC 515 – Computational Robotics **Instructor:** Prof. Ian M. Mitchell

 - **Mesh Deformation with Linear Laplacian Coordinates** **May. 2014 – Jun. 2014**
Course: Advances in Computer Graphics **Instructor:** Prof. Kun Zhou
-

PROGRAMMING SKILLS

Proficient: C/C++, OpenGL, MATLAB, LaTeX

Familiar: Java, JavaScript, CUDA C, OpenCV

EXTRACURRICULAR ACTIVITIES

Photographer and Executive of Chinese Students and Scholars Association at UBC

Oct. 2015 – Mar. 2016

Director of Photography of Chu Kochen Honors College's Graduate Short Film

Apr. 2015 – Jun. 2015