

# YUAN YAO

[Website](#); [Google Scholar](#); [Github](#)

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## EDUCATION

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**University of British Columbia**

Ph.D. in Computer Science

*Sept 2018 - now*

**Shanghai Jiao Tong University**

B.Eng. in Computer Science & Technology

*Sept 2013 - June 2018*

**University of California, Los Angeles**

International Student in Summer Session C

*Aug 2015 - Sept 2015*

## RESEARCH INTERESTS

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**Computer Graphics and Computer Vision.**

Computer Graphics is to create a beautiful virtual worlds while Compute Vision is to learn how the world looks like which can be used for better creation. More specifically, I am now interested in **3D Vision, Geometry Processing and Physics-based Simulation.**

## PUBLICATIONS

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[1] **Yuan Yao**, Nico Schertler, Enrique Rosales, Helge Rhodin, Leonid Sigal and Alla Sheffer. [Front2Back: Single View 3D Shape Reconstruction via Front to Back Prediction](#). *CVPR 2020*.

[2] Jing Liao, **Yuan Yao**, Lu Yuan, Gang Hua and Sing Bing Kang. [Visual Attribute Transfer through Deep Image Analogy](#). *SIGGRAPH 2017*.

[3] **Yuan Yao**, Po-tsung Chiu and Wai-tat Fu. [A Gestural Interface for Practicing Children's Spatial Skills](#). *IUI 2017(Poster)*.

## RESEARCH EXPERIENCE

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**University of British Columbia**

*Research Assistant at DGP group, supervised by **Alla Sheffer** and **Leonid Sigal** Vancouver, Canada*

*Oct 2017 - Jan 2018, Sept 2018 - present*

During this time, I mainly work on these research projects and topics:

- **Single-view 3D Reconstruction.**
- **Data-driven Cloth Simulation.**
- **Music-driven Human Pose Generation.**
- **Pixel-art Vectorization.**

**Megvii Research(Face++)**

*Research Intern at LLCV group, advised by **Liqian Ma** and **Haoqiang Fan***

*Feb 2018 - Aug 2018*

*Beijing, China*

I focused on **3D Face and Hair Capture** from multi-view inputs. My algorithms and codes have been used in the products **digital avatar, animoji and 3D relighting**.

**Microsoft Research Asia** Oct 2016 - Aug 2017  
*Research Intern at Visual Computing Group, advised by **Jing Liao** and **Lu Yuan** Beijing, China*

I was in the project **Deep Image Analogy**, which is a non-parametric method for style transfer which mainly focuses on the visual attributes in the images. (published in SIGGRAPH 2017)

**University of Illinois, Urbana-Champaign** Jun 2016 - Sept 2016  
*Research Assistant Intern at Cascade Lab, advised by **Wai-tat Fu** Illinois, USA*

I researched on designing a **Gestural Interface** to practice children's **Spatial Reasoning** skills. (published in IUI 2017)

**Shanghai Jiao Tong University** Sept 2015 - Apr 2016  
*Research Assistant at IIOT Lab, advised by **Xinbing Wang** Shanghai, China*

I was in the project **Acemap**, which is an academic search system. It aims to create maps representing the relationship in academy to help scholars and students. My works covered data cleaning, web crawler and parallel computing.

## WORK EXPERIENCE

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**University of British Columbia** Sept 2018 - Apr 2019  
*Teaching Assistant CPSC314 Computer Graphics Vancouver, Canada*

**Unity Technologies, China** Nov 2015 - Feb 2016  
*Software Engineering Intern Shanghai, China*

## ACADEMIC SERVICES

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Reviewer: IEEE Transactions on Multimedia

## HONORS&AWARDS

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- The Finalist in ID@XBOX Game Developing Contest held by Microsoft, 2017
- The Finalist in Beauty of Programming held by Microsoft (top 0.3% in nation), 2016
- The Meritorious Winner in Mathematical Contest in Modeling (top 11% in world), 2016
- The Best Enterprise Prize in Hack Shanghai, 2015
- The Academic Excellent Scholarship (top 15%), 2014
- The First Prize in National Mathematical Olympiad in Senior (rank:33 in Shanghai) , 2012

## MISCELLANEOUS

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| <b>Interests</b>          | Hiking, Climbing, Guitar, Board Game                               |
| <b>Computer Languages</b> | C&C++, C#, Python, HTML/CSS, JavaScript, PHP                       |
| <b>Developing Tools</b>   | MATLAB, Unity, Hadoop, Kettle                                      |
| <b>Other Tools</b>        | Photoshop, Premiere, iMoive, Blender                               |
| <b>Library/Toolkit</b>    | CUDA, Caffe, PyTorch, libigl, OpenGL, Eigen, openMP, OpenCV, D3.js |