

Haibin Huang | @UMass Amherst

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Education

2011–present: Ph.D. in Computer Science, (expected in August 2017), University of Massachusetts, Amherst, MA. GPA:3.8/4

2009–2011: M.S. in Mathematics, Zhejiang University, Hangzhou, China. GPA:3.7/4

2005–2009: B.S. in Applied Mathematics, Zhejiang University, Hangzhou, China. GPA:3.5/4

Research Experience

Learning and 3D Geometry Processing :

- 3D Shape Generative Networks
- 3D Shape Analysis
- 3D Shape Modeling and Synthesis

Image Processing :

- Perceptual Pattern Learning
- Context-aware Image Editing

Work Experience

Research Intern @ Autodesk Research, Feb 2017- August 2017

Research Intern @ Adobe Research, November 2015- January 2016

Research Intern @ Adobe Research, May 2015- August 2015

Publication

[1]“High Resolution Shape Completion Using Deep Neural Networks for Global Structure and Local Geometry Inference ”, submitted to ICCV 2017

[2] **Haibin Huang**, Evangelos Kalogerakis, Siddhartha Chaudhuri, Duygu Ceylan, Vladimir G. Kim, M. Ersin Yumer“Learning Local Shape Descriptors with View-based Convolutional Neural Networks ”, conditionally accepted to TOG 2017

[3] Amir Arsalan Soltani, **Haibin Huang**, Jiajun Wu, Tejas Kulkarni, Joshua Tenenbaum “Synthesizing 3D Shapes via Modeling Multi-View Depth Maps and Silhouettes with Deep Generative Networks ”, accepted to CVPR 2017

[4] **Haibin Huang**, Evangelos Kalogerakis, M. Ersin Yumer , Radomír Měch “Shape Synthesis from Sketches via Procedural Models and Convolutional Networks ”, IEEE Transactions on Visualization and Computer Graphics 2016

[5] **Haibin Huang**, Evangelos Kalogerakis, Benjamin Marlin “Analysis and synthesis of 3D shape families via deep-learned generative models of surfaces ”, Computer Graphics Forum, Vol. 34, No. 5, 2015 (Proceedings of SGP 2015)

[6] Chongyang Ma, **Haibin Huang**, Alla Sheffer, Evangelos Kalogerakis, Rui Wang “Analogy-Driven 3D Style Transfer ”, Computer Graphics Forum, Vol 33, Issue 2, 175–184 (Eurographics 2014)

[7] Yahan Zhou, **Haibin Huang**, Li-Yi Wei and Rui Wang, “Point Sampling with General Noise Spectrum”, ACM Trans Graph. 31(4) (SIGGRAPH 2012), pp.76:01-76:11

[8] Jinliang Wu, **Haibin Huang**, Ligang Liu, “Texture details preserving seamless image composition”, Journal of Zhejiang University (Engineering Science) 2013 , Vol 45, Number 6

Programming Skills

C++, Python, CUDA, OpenCV, OpenGL, Matlab, L^AT_EX

Languages

Chinese: Mother tongue **English:** Full professional proficiency

Professional Experience

Paper reviewer: Pacific Graphics 2015, 2016, Graphical Models

Research Assistant and Teaching Assistant @ UMass Amherst

Other Links

GitHub: <https://github.com/brotherhuang>