

CONTACT  
INFORMATION

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CURRENT

**University of California, Irvine (UCI)**  
*Ph.D Student in Computer Science*  
Advisor: [ZHAO Shuang](#)  
Interests: Computer Graphics

**Irvine, CA, US**  
**Sept. 2016 – present**

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PREVIOUS  
EDUCATION

**University of Chinese Academy of Sciences (UCAS)**  
*M.S. in Computer Science*  
**Thesis:** GPU-based Soft Body Deformation with Nonlinear Finite Element Method.  
**Advisor:** [HENG Pheng-Ann \(CUHK\)](#)

**Beijing & Shenzhen, China**  
**Sept. 2010 – Jul. 2013**

**Major courses:** Combinatorial Mathematics; Matrix Analysis; Stochastic Process; Computer Aided Geometric Design; Computer Graphics; Computer Vision; Visualization.

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**Central South University (CSU)**  
*B.S. in Mathematics and Applied Mathematics*

**Changsha, China**  
**Sept. 2006 – Jul. 2010**

**Thesis:** Forces Distribution with Fractal Theory in High Velocity Compaction Technology.

**Major courses:** Mathematical Analysis; Linear Algebra; Spatial and Analytical Geometry; Real Analysis & Functional Analysis; Modern Algebra; Topology; Partial Differential Equation; Optimal Theory.

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PREVIOUS  
PUBLICATIONS

“**A Virtual Try-on System for Prescription Eyeglasses**” by Qian Zhang, **Yu Guo**, Pierre-Yves Laffont, Tobias Martin, and Markus Gross. *Journal of Computer Graphics and Applications (CG&A)*, 2017.

“**3D Faces are Recognized More Accurately and Faster than 2D Faces, but with Similar Inversion Effects**” by Derric Eng, Belle Yick, **Yu Guo**, Hong Xu, Miriam Reiner, Tat-Jen Cham, and Annabel Chen. *Vision Research*, 2017.

“**Physically Based Video Editing**” by Jean-Charles Bazin, Claudia Pluss (Kuster), **Yu Guo**, Tobias Martin, Alec Jacobson, and Markus Gross. *Computer Graphics Forum (CGF)*, 2016 (Presented at PG 2016).

“**GPU Accelerated CBCT Reconstruction from Few Views with SART and TV Regularization**” by Ping Liu, Lin Shi, Defeng Wang, **Yu Guo**, Jianying Li, Jing Qin, and Pheng-Ann Heng. *International Workshop on High Performance Computing for Biomedical Image Analysis (HPC-MICCAI)*, Japan, 2013.

“**Real-time Hand Detection Based on Multi-stage HOG-SVM Classifier**” by Jiang Guo, Jun Cheng, Jianxin Pang, and **Yu Guo**. *International Conference on Image Processing (ICIP)*, Australia, 2013.

“**A GPU-Accelerated Finite Element Solver for Simulation of Soft-Body Deformation**” by **Yu Guo**, Jianying Li, Ping Liu, Qiong Wang, and Jing Qin. *International Conference on Information and Automation (ICIA)*, China, 2013.

“A Survey on Simulation of Soft Tissue Deformation in Virtual Surgery(In Chinese)” by Yu Guo, Jing Qin. *Journal of Integration Technology (JIT)*, 2013.

“Fall over or Sliding down?” by Yu Guo. *Siggraph Asia (Poster)*, Singapore, 2012.

“A Master-Slave Robotic Simulator Based on GPUDirect” by Jianying Li, Yu Guo, Heye Zhang, Yongming Xie. *International Conference on Intelligent Robots and Systems (IROS)*, Portugal, 2012.

PREVIOUS  
EXPERIENCES

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**Autodesk** **San Francisco, CA**  
*Research Intern* **July. 2017 – Sept. 2017**

**Working on** volumetric rendering in 3D printed materials.

**Advisor:** [Miloš Hašan](#)

**Nanyang Technological University (NTU)** **Singapore**  
*Research Associate at BeingThere Centre (BTC), IMI* **Oct. 2013 – Mar. 2016**

**Working on** stereo rendering; physical-based video manipulation; virtual try-on system for prescription glasses.

**Collaborators:** [Miriam REINER](#) (*Technion*), [Jean-Charles BAZIN](#) (*Disney Zürich*), [Tobias MARTIN](#) (*ETH Zürich*), [Claudia PLÜSS](#) (*ETH Zürich*), [Pierre-Yves LAFFONT](#) (*ETH Zürich*), [ZHANG Qian](#)

**Advisor:** [CHAM Tat-Jen](#)

**Shenzhen Institutes of Advanced Technology (SIAT)** **Shenzhen, China**  
*Research Assistant* **Sept. 2011 – Jul. 2013**

**Working on** mesh processing; soft body simulation; virtual surgery; CUDA acceleration.

**Collaborators:** XIE Yongming, LI Jianying, LIU Ping.

**Advisor:** HENG Pheng-Ann

PREVIOUS  
AWARDS

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2nd class prize in 4th *ACM CSU Collegiate Programming Contest*. CSU, China 2010

1st class prize in 3rd *CSU Mathematical Contest in Modeling*. CSU, China 2008

1st class prize in National High School Student Mathematics Competition. China 2005

COMPUTER  
SKILLS

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**Programming Tools:** C/C++, CUDA, MATLAB, Python

**CG & CV:** OpenGL, GLSL, Mitsuba, OpenCV, Visual SFM, Kinect, Faceshift

**Others:** Mendeley, Git,  $\LaTeX$