

CONTACT
INFORMATION

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CURRENT

University of California, Irvine (UCI)

Irvine, CA, US

Ph.D Student in Computer Science

Sept. 2016 – present

Advisor: [ZHAO Shuang](#)

Interests: Computer Graphics (Material Appearance Modeling & Physically-Based Rendering)

PREVIOUS
EDUCATION

University of Chinese Academy of Sciences (UCAS)

Beijing & Shenzhen, China

M.S. in Computer Science

Sept. 2010 – Jul. 2013

Thesis: GPU-based Soft Body Deformation with Nonlinear Finite Element Method.

Advisor: [HENG Pheng-Ann \(CUHK\)](#)

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

Central South University (CSU)

Changsha, China

B.S. in Mathematics and Applied Mathematics

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.

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

Autodesk, Inc **San Francisco, CA**
Research Intern at Core Rendering team **July. 2017 – Sept. 2017**
Working on efficient volumetric rendering of 3D-printing materials / Siggraph project on layered BSDFs.
Advisor: [Miloš Hašan](#)

Nanyang Technological University (NTU) **Singapore**
Research Associate at BeingThere Centre (BTC), IMI **Oct. 2013 – Mar. 2016**
(BTC is a US\$18 million international research project on 3D Telepresence and Virtual Reality between ETH (Markus Gross), UNC (Henry Fuchs) and NTU (Nadia Magnenat Thalmann).)
Working on stereo rendering; physical-based video manipulation; virtual try-on system for prescription glasses.
Collaborators: [Miriam REINER](#), [Jean-Charles BAZIN](#), [Tobias MARTIN](#), [Claudia PLÜSS](#), [Pierre-Yves LAFFONT](#), [ZHANG Qian](#)
Advisor: [CHAM Tat-Jen](#)

Shenzhen Institutes of Advanced Technology (SIAT) **Shenzhen, China**
Research Assistant at HCI lab **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

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

Programming Tools: C/C++, CUDA, MATLAB, Python
CG & CV: OpenGL, GLSL, Mitsuba, OpenCV, Visual SFM, Faceshift, Keras (TensorFlow)
Others: Mendeley, Git, L^AT_EX