

# Qi Sun

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- WORK**                      **Research Scientist**                      June 2018 - Now
- Adobe Research, San Jose, CA
- EDUCATION**                      **Doctor of Philosophy**                      Aug. 2013 - May 2018
- Center of Visual Computing, Computer Science, Stony Brook University  
Advisor: Distinguished Professor Arie E. Kaufman  
Thesis: Computational Methods for Immersive Perception
- Bachelor of Science**                      Aug. 2013
- Mathematics  
Taishan Honors College, Shandong University, China    Sep. 2010 - Aug. 2013
  - Computer Science and Technology  
Shandong University, China                      Sep. 2009 - Sep. 2010
- PUBLICATIONS**    **Towards Virtual Reality Infinite Walking: Dynamic Saccadic Redirection**  
**Qi Sun**, Anjul Patney, Li-Yi Wei, Omer Shapira, Jingwan Lu, Paul Asente, Suwen Zhu, Morgan McGuire, David Luebke, Arie Kaufman  
SIGGRAPH 2018
- Perceptually-Guided Foveation for Light Field Displays**  
**Qi Sun**, Fu-Chung Huang, Joohwan Kim, Li-Yi Wei, David Luebke, Arie Kaufman  
SIGGRAPH Asia 2017
- Perceptual Studies for Foveated Light Field Displays**  
Joohwan Kim, **Qi Sun**, Fu-Chung Huang, Li-Yi Wei, David Luebke, Arie Kaufman  
arXiv:1708.06034
- Mapping Virtual and Physical Reality**  
**Qi Sun**, Li-Yi Wei and Arie E. Kaufman  
SIGGRAPH 2016
- Poster: Buyers Satisfaction in A Virtual Fitting Room Scenario Based on Realism of Avatar**  
**Qi Sun**, Seyedkoosha Mirhosseini, Ievgeniia Gutenko, Ji Hwan Park, Charilaos Papadopoulos, Bireswar Laha, and Arie E. Kaufman  
IEEE Symposium on 3D User Interfaces, 3DUI 2015
- Benefits of 3D Immersion for Virtual Colonoscopy**  
Koosha Mirhosseini, **Qi Sun**, Krishna Gurijala, Bireswar Laha, Arie Kaufman  
IEEE Visualization Workshop on 3DVis 2014
- Data-Driven Human Motion Synthesis Based on Angular Momentum Analysis**  
Ping Hu, **Qi Sun**, Xiangxu Meng, and Jingliang Peng

IEEE International Symposium on Circuits and Systems, IEEE-ISCAS 2013

**Modeling 3D Faces from Samplings via Compressive Sensing**

**Qi Sun**, Yanlong Tang, and Ping Hu

International Conference on Digital Image Processing, ICDIP 2013

**Kinect-Based Automatic 3D High-Resolution Face Modeling**

**Qi Sun**, Yanlong Tang, Ping Hu, and Jingliang Peng

International Conference on Image Analysis and Signal Processing, IEEE-IASP 2012

**EXPERIENCE**

**Research Intern**

Jul. 2017 - Sep. 2017

Adobe Research, Procedural Imaging Group (San Jose, CA)

- Augmented Reality
- With Paul Asente, Cynthia Lu and Li-Yi Wei

**Research Intern**

April. 2017 - Jul. 2017

NVIDIA Research, New Experiences Group (Redmond, WA)

- Computational perception in VR
- With Anjul Patney, Morgan McGuire, Omer Shapira, Aaron Lefohn and David Luebke

**Research Intern**

Jun. 2016 - Aug. 2016

NVIDIA Research, New Experiences Group (Santa Clara, CA)

- Computational display and perceptual rendering for next generation VR.
- With Fu-Chung Huang, Joohwan Kim and David Luebke

**Research Assistant**

Jan. 2014 - present

Stony Brook University

Research Interests: parameterization, non-linear rendering, point cloud processing/modeling and their applications in virtual reality and scientific visualization.

**Research Intern**

Nov. 2012 - Feb. 2013

Microsoft Research Asia, Hardware Computing Group (Beijing, China)

- Worked on an audio-visual fusion project for detecting Kinect users' attention in order to optimize the device's response.
- Developed a data set for camera-based gaze estimation in remote scenario.

**Undergraduate Research Assistant**

Sep. 2010 - Nov. 2012

Research Center for HCI and VR

Shandong University, Jinan, China

**PRESS/MEDIA**

**SIGGRAPH blog, IEEE, NVIDIA Blog, Two Minute Papers, Road to VR, Hackaday, VR Focus, VR World, Inverse, ScienceDaily, eurekaAlert, newsAtlas, Sohu.com etc.**

Towards Virtual Reality Infinite Walking

**Business Wire (SIGGRAPH Technical Papers Preview), Seamless Virtual Reality News (Japanese), leiphone.com/sina.cn etc. (Chinese), Tencent gameinstitute 2016 white paper, Game II DOOSAN Gallery New York**

Mapping Virtual and Physical Reality

**Road to VR, Seamless Virtual Reality News (Japanese)**  
Perceptually-Guided Foveation for Light Field Displays

<b>TEACHING/ MENTORING</b>	<b>Guest Lecturer</b> CSE 564: Visualization, Stony Brook University	2018 Spring
	<b>Teaching Assistant</b> CSE 214: Computer Science II, Stony Brook University	2013 Fall
	<b>Mentor</b> CSE 593: Independent Study in Computer Science, Stony Brook University	2013 Fall, 2014 Spring
<b>INVITED TALKS</b>	<b>Towards Virtual Reality Infinite Walking</b> GPU Technology Conference (GTC), San Jose 2018	
	<b>Computational Methods for Immersive Perception</b> Harvard University, Cambridge 2018 University of Florida, Gainesville 2018 Adobe Research, San Jose 2017 games-cn Webinar 2017	
<b>SERVICE</b>	<b>Reviewer</b> SIGGRAPH, IEEE VIS, Computer Graphics Forum (CGF), ACM Transaction on Graphics (TOG), UIST, IEEE 3DUI, IEEE VR, IEEE Consumer Electronics Magazine	
<b>AWARDS</b>	Stony Brook Computer Science Special Chair Fellowship	2013 - 2014
	Outstanding Bachelor Thesis Award of Shandong Province, China	2013