Prof. Yun Zhang

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EDUCATION

09/2009 - 03/2013   Ph.D. Computer Science, Zhejiang University

   Dissertation: Research on Interactive Editing and Blending of Visual Media
   Advisor: Prof. Ruofeng Tong

07/2010 - 08/2012   Visiting Student, Graphics and Geometric Computing Group, Tsinghua University

   Advisor: Prof. Shi-Min Hu

09/2006 - 02/2009   M.S. Computer Science, Hangzhou Dianzi University

   Advisor: Prof. Guo-Jun Dai

09/2002 - 06/2006   B.E. Software Engineering, Hangzhou Dianzi University

WORK EXPERIENCE

12/2022 - Now   Professor, Dean, Graduate Supervisor   **College of Media Engineer, Communication University of Zhejiang**

12/2020 - 12/2022   Associate Professor, Dean, Graduate Supervisor   **College of Media Engineer, Communication University of Zhejiang**

12/2015 - 2020/12   Associate Researcher   **Institute of Zhejiang TV&Radio Technology, Communication University of Zhejiang**

04/2013 - 12/2015   Assistant Professor   **Institute of Zhejiang TV&Radio Technology, Communication University of Zhejiang**

03/2009 - 07/2009   Software Engineer   **Embedded System Development Group, Hangzhou ECI Telecommunication Co.,Ltd.**

RESEARCH GRANTS

Text and Sketch Driven Short Video Intelligent Synthesis. Zhejiang Provincial Natural Science Foundation of China, 2022.1-2024.12 (PI)

Research on Panorama Video Stitching Based on Co-shooting of Handheld Cameras and System Development. Zhejiang Provincial Natural Science Foundation of China, 2019.1-2021.12 (PI)

Research on Depth Consistency and Visual Comfort Preserving 3D Media Composition. National Natural Science Foundation of China, 2017.1-2019.12 (PI)

Research and development of key technologies for efficient organization and browsing of new media platform of TV programs, Zhejiang Science and Technology Planning Project, 2015-2016.12 (PI)

Research on video scene consistency composition based on massive data. Zhejiang Provincial Natural Science Foundation of China, 2014.1-2016.12 (PI)

AWARDS

First Prize of Zhejiang Radio and Television Science and Technology Innovation Project, 2019, 2021.

Excellent Reviewer of Computational Visual Media Journal, 2020.

Excellent Graduation Thesis Instructor, 2019

TECHNICAL SKILLS

Programming languages
C/C++, Python, C#, JAVA, Mathematica

Operation Systems
Linux, MacOS, C/C++, Python, C#, JAVA, Mathematica

Professional Skills and Tools
PyCharm, Anaconda, Microsoft Visual Studio, Qt, Adobe Photoshop & Illustrator, Latex

Languages
Chinese(native), English(fluent)

PROFESSIONAL ACTIVITIES

Teaching, Advanced Programming Language, Data Structure, Database technology and application (2013-Now)

International Program Committee member, Pacific Graphics 2020-2022, Computational Visual Media 2021-2023, ChinaGraph 2021, etc.

Judge of Shing-Tung Yau High School Science Award 2019-2021.

International Journal and Conference Reviewer, Pacific Graphics, EuroGraphics, The Visual Computer, Journal of Computer Science and Technology, Multimedia Tools and Applications Journal, Computational Visual Media Journal.

TALKS

"3D Corrective Nose Reconstruction from a Single Image" 9th Computational Visual Media Conference, Qingdao, China, Apr. 21-23, 2021.

"Stereoscopic Image Stitching with Rectangular Boundaries" 36th Computer Graphics International, Calgary, Albert, Canada, June 17-20 2019.

"Stereoscopic Image Analysis and Editing" Computational Media Innovation Centre (CMIC), Victoria University of Wellington, Wellington, New Zealand, July 20, 2019.

"Efficient Video Cutout by Paint Selection" 3rd Computational Visual Media Conference, Beijing, China, Apr. 16-17, 2015.

"Image copy-and-paste with optimized gradient" 2nd Computational Visual Media Conference, Hangzhou, China, Sep. 19-20, 2013.

"Video Brush: A Novel Interface for Efficient Video Cutout" 19th Pacific Conference on Computer Graphics and Applications (Pacific Graphics 2011), Kaohsiung, Taiwan, Sep. 21 - 23, 2011.

"Environment-Sensitive cloning in images" 28th Computer Graphics International, Ottawa, Ontario, Canada, June 12-15, 2011.

PUBLICATIONS

(* Corresponding author, # Joint first author)

Sphere Face Model: A 3D Morphable Model with Hypersphere Manifold Latent Space using Joint 2D/3D Training
Diqiong Jiang, Yiwei Jin, Fang-Lue Zhang, Zhe Zhu, **Yun Zhang**, Ruofeng Tong, Min Tang
Computational Visual Media Journal, 2022, accepted.

Fast Edit Propagation for 360 Degree Panoramas using Function Interpolation
Yun Zhang*, Fang-Lue Zhang, Zhe Zhu, Lidong Wang, Yao Jin
IEEE ACCESS, 2022, 10: 43882-43894.

3D Corrective Nose Reconstruction from a Single Image
Yanlong Tang, **Yun Zhang***, Xiaoguang Han, Fang-Lue Zhang,Yu-Kun Lai, Ruo-Feng Tong
Computational Visual Media Journal, 2022, 8(2): 225-237.

Efficient Propagation of Sparse Edits on 360° Panoramas
Yun Zhang*, Fang-Lue Zhang, Yu-Kun Lai, Zhe Zhu
Computer & Graphics, 2021, 96: 61-70.

Content-Preserving Image Stitching with Piecewise Rectangular Boundary Constraints
Yun Zhang*, Yu-Kun Lai, Fang-Lue Zhang
IEEE Transactions on Visualization and Computer Graphics, 2021, 27(7): 3198-3212.

Stereoscopic Image Stitching with Rectangular Boundaries
Yun Zhang*, Yu-Kun Lai, Fang-Lue Zhang
The Visual Computer, 2019, 35(6-8): 823-835.

Efficient Binocular Stereo Matching Based on SAD and Improved CENSUS Transformation
Yun Zhang*, Wenxiang Chen, Han Liu, Jinhua Liu, Hui Du
ICMLC, Kobe, Japan, 7-10 July, 2019.

Data-driven 3D Human Body Customization with a Mobile Device
Dan Song, Ruofeng Tong, Jiang Du, **Yun Zhang**, Yao Jin
IEEE Access, 2018, 6: 27939-27948.

Robust Region Duplication Detection on Log-polar Domain using Band Limitation
Yue Yuan, **Yun Zhang#**, Shuang Chen, Hong Wang
Arabian Journal for Science and Engineering, 2017, 42: 559-565.

Incorporating With Color Improves Salient Object Detection
Yan-Long Tang, Ruofeng Tong, Min Tang, **Yun Zhang**
The Visual Computer, 2016, 32(1): 111-121.

Efficient Video Cutout by Paint Selection
Yun Zhang*, Yan-Long Tang, Ke-Li Cheng
Journal of Computer Science and Technology, 2015, 30(3): 467-477.

Image copy-and-paste with optimized gradient
Yun Zhang*, Jian Ling, Xiaohong Zhang, Hao Xie
The Visual Computer, 2014, 30(10): 1169-1178.

StereoPasting: Interactive Composition in Stereoscopic Images
Ruo-Feng Tong, **Yun Zhang**, Ke-Li Cheng
IEEE Transactions on Visualization and Computer Graphics, 2013, 19(8): 1375-1385.

Video Brush: A Novel Interface for Efficient Video Cutout
Ruo-Feng Tong, **Yun Zhang***, Meng Ding
Computer Graphics Forum, 2011, 30(7): 2049-2057.

Environment-Sensitive cloning in images
Yun Zhang, Ruofeng Tong
The Visual Computer, 2011, 27(6-8): 739-748.