LI, Chen

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EDUCATION

Zhejiang University, China   Sep. 2011 - Present
Ph.D. in Computer Science & Technology, College of Computer Science
Research Field: Reflectance modeling, image processing
Advisor: Kun Zhou

Zhejiang University, China   Sep. 2007 - Jun. 2011
B.Eng. in Computer Science & Technology, College of Computer Science
GPA: 3.89/4.00

Simon Fraser University, Canada   Sep. 2009 - May 2010
Exchange student in the School of Computer Science
GPA: 3.69/4.33

PUBLICATION

Bayesian Depth-from-Defocus with Shading Constraints
Chen Li, Shuochen Su, Yasuyuki Matsushita, Kun Zhou, Stephen Lin
IEEE Transactions on Image Processing(TIP), 2015, to appear
This paper extends our CVPR2013 work including a new optimization, an approach for handling uncalibrated images and results for natural images.

Simulating Makeup through Physics-based Manipulation of Intrinsic Image Layers
Chen Li, Kun Zhou, Stephen Lin
IEEE Computer Vision and Pattern Recognition(CVPR), 2015
A realistic simulation of the different effects of cosmetics including foundation, blush, lipstick, and eye shadow via physics-based manipulation of intrinsics image layers, which preserving the appearance characteristics and lighting conditions of the target face.

Continuous Symmetric Stereo with Adaptive Outlier Handling
Chen Li, Lap-Fai Yu, Zhichao Lu, Yasuyuki Matsushita, Kun Zhou, Stephen Lin
International Conference on 3D Vision (3DV), 2015
A stereo matching technique that provides a good combination of accuracy and speed, allowing one to generate high-quality reconstruction of outdoor images even with complex occlusions.

Intrinsic Face Image Decomposition with Human Face Priors
Chen Li, Kun Zhou, Stephen Lin
European Conference on Computer Vision (ECCV), 2014
A specific intrinsic image decomposition method for facial images, where human face priors including statistics on skin reflectance and facial geometry are used as constraints to achieve appreciable improvements over more generic techniques.

Bayesian Depth-from-Defocus with Shading Constraints
Chen Li, Shuochen Su, Yasuyuki Matsushita, Kun Zhou, Stephen Lin
IEEE Computer Vision and Pattern Recognition(CVPR), 2013
Enhancing the performance of depth-from-defocus through the use of shading information, where depth-from-defocus and shape-from-shading improve each other as well as effective shape reconstruction of textureless surfaces.

Removal of Dust Artifacts in Focal Stack Image Sequences
Chen Li, Kun Zhou, Stephen Lin
International Conference on Pattern Recognition(ICPR), 2012
A technique for removing the appearance of sensor dust in a focal stack image sequence captured with multiple focus settings.

EMPLOYMENT

Microsoft Research Asia, *Beijing, R.R.China*   Feb. 2012 - Present
Research Intern, Manager: Steve Lin
— Sensor dust removal for MSRA Gigapixel camera.
— Depth from defocus with shading constraints.
— Stereo matching and depth upsampling for Streetside project.
— Intrinsic image decomposition for facial images.
— Physics-based makeup simulation.

ACADEMIC RESEARCH

Graphics and Parallel System Lab, Zhejiang University - Prof.Kun Zhou
Ph.D. Student   Sep. 2011 - Jan. 2012
— Worked on efficient 3D line extraction algorithm for micropolygon scenes.

Graphics and Parallel System Lab, Zhejiang University - Prof.Kun Zhou

B.Eng. Thesis Project   May. 2010 - Jun. 2011

− Worked on my thesis and conducted research on 3D line drawing in computer graphics, including non-photorealistic rendering, image-space feature line extraction and stylization. Developed an interactive 3D line drawing and stylization system for micropolygon scenes.

HONORS

National Graduate Student Scholarship	Zhejiang University, Oct. 2015
2015 MSRA Student TechFest Best Presenter	Microsoft Research Asia, Jun. 2015
National Graduate Student Scholarship	Zhejiang University, Oct. 2013
Excellent Student Awards at College of Computer Science	Zhejiang University, Jun. 2011
Excellent Student Scholarship	Zhejiang University, Sep. 2009

PROFESSIONAL ACTIVITIES

Reviewer, Pacific Graphics 2015
Reviewer, IEEE Transactions on Image Processing (IEEE TIP)

STUDENT ACTIVITIES

Owner of Activity Team, Microsoft Research Asia Intern Committee	Dec. 2012 - Dec. 2013
Innovation4Good@Microsoft	May 2012
Volunteered at the 2010 International Conference on Service Science	May 2010

RELEVANT SKILLS

Programming Language	C/C++, Matlab
Libraries	OpenGL, OpenCV, Eigen, MKL
Tools	Adobe Premiere, Adobe Illustrator