
Curriculum Vitae
Jiazhou CHEN

◆ **Short Bio**

I am a young lecturer in ZJUT (Zhejiang University of Technology) since January 2013. Before that, I was a **joint Ph.D.** student between Bordeaux University (INRIA Bordeaux Sud-Ouest), France and Zhejiang University (State Key Lab. of CAD&CG), China. I defended my English thesis in Bordeaux University in July 2012, obtained the **French doctoral diploma**, and defended in Zhejiang University in December 2012, obtained the **Chinese doctoral diploma**.

The main focus of my research is to develop expressive rendering approaches that **enhance and extend the human visual perception**. Toward this goal, I have worked on several French and Chinese research projects, including **image/video stylization**, **augmented reality and visualization of geographical information**. Besides high-quality publication and project experience, I have also earned a lot of research enthusiasm and ideas that I believe will lead me to higher research level.

◆ **Contact Information**

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◆ **Education**

- 03/2009 – 12/2012 - INRIA Bordeaux Sud-Ouest & University of Bordeaux, France
Ph.D. in Computer Science, co-advised by:
Prof. [Qunsheng Peng](#), Prof. [Xavier Granier](#), Dr. [Pascal Barla](#)
Dissertation: “Image structure: from augmented reality to image stylization”
- 09/2007 - 02/2009 - State Key Lab of CAD&CG, Zhejiang University, China
M.S.(-Ph.D.) in Applied Mathematics (Enrolled without examination)
Advisor: Prof. Qunsheng Peng
- 09/2003 - 07/2007 - Department of mathematics, Zhejiang University, China
B.S. in Applied Mathematics

◆ Publications

- 2013 - “Non-oriented MLS gradient field”
Jiazhou Chen, Gaël Guennebaud, Pascal Barla, Xavier Granier
Computer Graphics Forum, 2013
- “Interactive Tensor Field Design based on Line Singularities”
Jiazhou Chen, Lei Qi, Fan Zhong, Qunsheng Peng
Proceedings of the 12th International CAD/Graphics, 2013
- 2012 - “Photorealistic Visualization of Underground Pipelines based on Augmented Reality”
Jiazhou Chen, Yanli Liu, Naiyang Lin, Qunsheng Peng
Journal of CAD&CG (in Chinese)
- “Semantic-Based User Interests Computation”
Leiyang Chen, **Jiazhou Chen**, Bin Pan, Qunsheng Peng
Journal of Image and Graphics (Proc. CAD/CG 2012) (in Chinese)
- 2011 - “Implicit Brushes for Stylized Line-based Rendering” (Best Paper Award (3rd))
Romain Vergne, David Vanderhaeghe, **Jiazhou Chen**, Pascal Barla, Xavier Granier, Christophe Schlick
Computer Graphics *Forum* (Proc. Eurographics), 2011
- “Importance-Driven Composition of Multiple Rendering Styles”
Jiazhou Chen, Yujun Chen, Xavier Granier, Jingling Wang, Qunsheng Peng
Proceedings of the 12th International CAD/Graphics, 2011
- 2010 - “On-Line Visualization of Underground Structures using Context Features”
Jiazhou Chen, Xavier Granier, Naiyang Lin, Qunsheng Peng
Proceedings of the 17th ACM Symposium on Virtual Reality Software and Technology (VRST), 2010
- “Confidence-based Color Modeling for Online Video Segmentation”
Fan Zhong, Xueying Qin, **Jiazhou Chen**, Wei Hua and Qunsheng Peng
Asian Conference on Computer Vision (ACCV), 2009
- 2009 - “Real-time Post-processing for Online Video Segmentation”
Fan Zhong, Xueying Qin, **Jiazhou Chen**, Mingzhen Mo and Qunsheng Peng
Chinese Journal of Computers (Proc. Chinagraph), 2009 (in Chinese)

◆ Project Experience

- 2014.01-2016.12 - “Study on computer modeling and automatic generation methods for Chinese folk paper-cut”, A national natural science foundation of China

(No. 61303138)

Project manager: algorithm design, part of implementations, collaboration manage and writing reports

2009.03-2012.08 - “Animaré”: a young researcher fellowship supported by the French National Research Agency (No. ANR-08-JCJC-0078-01)

My participation: image/video automatic stylization while preserving spatial and temporal coherence

2009.01-now - “Comprehensive Representation and Efficient Modeling of Virtual Environments”, the national basic research program of China 973 (No. 2009CB320802)

My participation: online-visualization of underground structures

2007.07-2009.06 - “Study of Real-time Camera Tracking and Merging Virtual and Real World”, the national basic research program of China 863 (No. 2007AA01Z326)

My participation: image/video semi-automatic segmentation (my underground thesis was nominated for undergraduate thesis award of the 4th International Congress of Chinese Mathematicians)

2010.1-now - “A study of expressive rendering of scenes”, the national natural science foundation of China (No. 60970020)

My participation: abstraction and representation of visual features of scenes and harmonious display using multiple rendering modes

2010.01-2011.01 - “Visualization of Hidden Scenes in Outdoor Augmented Reality”, an open program by state key lab. of CAD&CG of China

My participation: photorealistic visualization of underground pipelines to enhance the reality

◆ Working Experience

2009-2010 - Volunteer in Chinese student union in Bordeaux

2008-2009 - Internship in ArcSoft Inc. (Working on content-based image retrieval)

2007-2008 - Teaching assistant for “Probability Theory” (~200 students),

2004-2006 - Department secretary of developing and training section of university

2003-2006 - 3rd level of national basketball referee of China

◆ Honors and Awards

2011 - 3rd Best paper award for the paper Implicit Brushes in Eurographics 2011

2011 - French Eiffel excellence scholarship

2007 - Excellent graduate at Zhejiang University

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- Excellent Undergraduate Thesis at Zhejiang University
 - 2005 - An excellent class leader at Zhejiang University
 - 2003-2006 - Outstanding student scholarship every year of Zhejiang University

◆ Additional Information

Mathematics Knowledge

- Differential Geometry, numeric calculation, probability and statistics, computer aided geometric design, algebra

Computer Science Knowledge

- C/C++ programming, GPU programming using OpenGL and GLSL, interface design using QT, image/video processing using OpenCV and FFMGEPG

- Languages** - Native Chinese, spoken and written English, and two years French study