

## Kun Zhou

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### EDUCATION

- 1997-Present, **Ph.D** candidate, Computer Science Dept., Zhejiang University, P. R. China.
- 1993-1997, **B.S** Computer Science Dept., Zhejiang University, P. R. China.
- 1987-1993, No.1 Middle School of Yueyang City, Hunan Province, P. R. China.

### RESEARCH EXPERIENCE

- 1995-Present, Research Assistant, State Key Lab of CAD&CG, Zhejiang University.
- 1/2001-4/2001, Visiting Researcher, GMD-German National Research Center for Information Technology, Germany.
- 6/1999-9/1999, Summer Intern, Microsoft Research China.

### WORK EXPERIENCE

- 12/1997-9/1998, Co-founded the LinJing Software Inc, responsible for R&D.
- 10/1999-12/1999, Intern, [www.3721.com](http://www.3721.com).
- 1/2000-7/2000, Founded the PioneerSoft Studio.
- 7/2000-4/2001, Co-founded the PioneerSoft Inc, responsible for R&D.

### SKILLS

- Operating systems: Windows 95/NT, Unix.
- Programming: C/C++, Windows SDK/MFC, Direct X, OpenGL.
- Data communication: TCP/IP.

### AWARDS

- The first prize in the Second National College Students' Software Contest, 1998.
- ZhuKeZhen Scholarship- the topmost honor of Zhejiang University, 1998.
- BaoGang Scholarship, 1998.
- Microsoft Fellowship, awarded by Microsoft Research China, 1999-present.
- Rockwell Automation Scholarship, 1999.
- The first prize of outstanding youth, Zhejiang Province, 1999.
- HuaWei Scholarship, 2000.
- The third prize of LuZengYong CAD&CG High Tech Award, 2000.
- EasyBowling Game Machine ranked 19th in Young Inventors Awards held by Far Eastern Economic Review, 2000.

### SELECTED PUBLICATIONS

1. Kun Zhou et al., Polyhedral Model Simplification Method Based on Harmonic Map, CAD&Graphics'97, Shenzhen, China.
2. Kun Zhou et al., A new mesh simplification algorithm based on re-tiling, Chinese Journal of

- Software,1998,9(6):405-408.
3. Kun Zhou et al., A mesh simplification algorithm based on triangle collapse, Chinese Journal of Computer, 1998,21(6):506-513.
  4. Kun Zhou et al. Construction of harmonic map and its applications in computer graphics, Chinese Journal of Image and Graphics, 1998,3(7):578-582.
  5. Mingmin Zhang, Zhou Kun et al., A mesh simplification algorithm based on super envelope, Chinese Journal of Software,1998.
  6. Kun Zhou et al., A new mesh simplification algorithm based on vertex clustering, Chinese Journal of Automation, 1999,25(1):1-8.
  7. Kun Zhou et al., A new mesh simplification algorithm for colored or textured polygonal models. The International Journal of Virtual Reality, 1999.
  8. Kun Zhou et al. VECW: A virtual environment construction and walkthrough system. Chinese Journal of CAD&CG, 1999.
  9. Kun Zhou et al., Pan Zhigeng, Shi Jiaoying. Continuous transition between different levels of detail models. ", Chinese Journal of CAD&CG, 1999.
  10. Kun Zhou et al. A Hybrid Real-time Rendering Algorithm Based on Static and Dynamic Level-of-detail Methods. Chinese Journal of Software, 2000.
  11. Jiang Li, Kun Zhou et al., A Novel Image-Based Rendering System With A Longitudinally Aligned Camera Array, EuroGraphics 2000 Short Presentations, pp.107-114, Interlaken, Switzerland, 21-25 August, 2000
  12. Kun Zhou et al., Surface Simplification Using Rendering Error Metrics. To appear in The 3rd International Conference on Virtual Reality and its Application in Industry, Hangzhou, April, 2002.