

Chongyang Ma

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RESEARCH INTERESTS	Computer Graphics and Computer Vision: deep generative models, image & video manipulation, human digitization, motion capture, face tracking, 3D understanding & reconstruction, physics-based simulation, data-driven animation, procedural modeling, digital geometry processing, and texture synthesis.	
EDUCATION	Tsinghua University , Beijing, China	
	Ph.D., Institute for Advanced Study, <ul style="list-style-type: none">• Major: Computer Science	Sep 2007 to Jul 2012
	B.S., Fundamental Science Class, <ul style="list-style-type: none">• Major: Mathematics and Physics	Sep 2004 to Jul 2007
	Tsinghua High School , Beijing, China	
	National Honored Science Class,	Sep 2001 to Aug 2004
WORK EXPERIENCE	ByteDance Inc. , U.S.A. <ul style="list-style-type: none">• Tech Lead Manager	Dec 2023 to present
	Kuaishou Technology , U.S.A. <ul style="list-style-type: none">• Research Lead/Manager	Mar 2019 to Dec 2023
	Snap Inc. , U.S.A. <ul style="list-style-type: none">• Senior Research Scientist• Senior Research Engineer• Research Engineer	Jun 2018 to Feb 2019 Nov 2017 to May 2018 Nov 2016 to Nov 2017
	Activision Publishing, Inc. , U.S.A. <ul style="list-style-type: none">• Senior Computer Vision Research Engineer	Jul 2015 to Nov 2016
	University of Southern California , U.S.A. <ul style="list-style-type: none">• Postdoctoral Scholar in Geometric Capture Lab	Oct 2013 to Jun 2015
	The University of British Columbia , Canada <ul style="list-style-type: none">• Postdoctoral Fellow in IMAGER Laboratory	Sep 2012 to Sep 2013
OTHER POSITIONS	Weta Digital , New Zealand <ul style="list-style-type: none">• Research and Development Intern	Jun 2014 to Aug 2014
	INRIA Nancy Grand-Est , France <ul style="list-style-type: none">• Visiting student in ALICE team	Aug 2011 to Feb 2012

Microsoft Research Asia, China

• Research Intern in Internet Graphics group

Mar 2012 to Jul 2012

Apr 2008 to Aug 2011

PUBLICATIONS <https://scholar.google.com/citations?user=l-ZQfpQAAAAJ&hl=en>

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DISSERTATION **Chongyang Ma**. 2012. “Modeling Geometric and Dynamic Details Based on Texture Exemplars”. PhD Thesis, Tsinghua University.

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- [9] Linjie Luo, **Chongyang Ma**, Zehao Xue. “Scaled Perspective Zoom on Resource Constrained Devices”. US Patent 10,757,319 granted on Aug 25, 2020.
- [8] **Chongyang Ma**, Kun Duan, Xing Mei, Nan Hu. “Systems, Devices, and Methods for Image Enhancement”. US Patent 10,742,899 granted on Aug 11, 2020.
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- [6] Wan-Chun Ma, **Chongyang Ma**. “Systems and Methods for Automating the Animation of Blendshape Rigs”. US Patent 10,586,380 granted on Mar 10, 2020.
- [5] Wan-Chun Ma, **Chongyang Ma**. “Systems and Methods for Automating the Personalization of Blendshape Rigs Based on Performance Capture Data”. US Patent 10,573,065 granted on Feb 25, 2020.
- [4] **Chongyang Ma**, Xing Mei, Nan Hu, Kirk Ouimet. “Synthesizing Cloud Stickers”. US Patent 10,565,743 granted on Feb 18, 2020.
- [3] Nan Hu, Xing Mei, **Chongyang Ma**, Kun Duan. “Annotating an Image with a Texture Fill”. US Patent 10,430,987 granted on Oct 1, 2019.
- [2] Li-Yi Wei, **Chongyang Ma**, Xin Tong. “Discrete Element Texture Synthesis”. US Patent 8,698,829 granted on Apr 15, 2014.
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TEACHING Co-Instructor, University of Southern California, Department of Computer Science
 CSCI 599: Digital Geometry Processing SS 2014
 CSCI 420: Computer Graphics FS 2014

STUDENT SUPERVISION **Kuaishou Technology**, Y-tech

Shiyuan Yang, research intern	Oct 2023 to Dec 2023
Nisha Huang, research intern	Nov 2022 to Jul 2023
Yiqin Zhao, research intern	Jan 2022 to Apr 2022
Jiafeng Liu, research intern	Sep 2021 to Jun 2023
Yuan Yao, research intern	Jun 2021 to Mar 2022

Siming Yan, summer research intern	Jun 2020 to Sep 2020
Haitao Yang, summer research intern	May 2020 to Aug 2020
Pengda Xiang, summer research intern	May 2020 to Aug 2020
Yuliang Xiu, summer research intern	May 2020 to Aug 2020
Jinghui Li, R&D intern	Feb 2020 to Nov 2020
Hang Jin, R&D intern	Feb 2020 to Aug 2020

Snap Inc., Research Team

David Futschik, summer intern	Jun 2018 to Sep 2018
Davis Rempe, summer intern	Jun 2018 to Sep 2018
Tianye Li, summer intern	May 2018 to Aug 2018
Seonghyeon Nam, summer intern	May 2018 to Aug 2018
Daniel Ron, summer intern	May 2017 to Nov 2017

University of Southern California, Department of Computer Science

Liwen Hu, MSc by July 2014, PhD since Aug 2014	Sep 2013 to Jun 2015
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PROFESSIONAL
ACTIVITIES

Associate Editor

- Computer Animation and Virtual Worlds (CAVW) 2022–present

Industrial Editorial Board

- APSIPA Trans. on Information and Signal Processing (ATSIP) 2022–present

Program Committee

- ACM SIGGRAPH Technical Papers 2024
- ACM SIGGRAPH Asia Technical Papers 2023
- Computer Graphics International (CGI) 2023
- Computational Visual Media (CVM) 2023, 2024
- Shape Modeling International (SMI) 2018–2023
- Computer Animation and Social Agents (CASA) 2017–2022
- ACM SIGGRAPH Asia Technical Briefs and Posters 2019
- ACM Symposium on Interactive 3D Graphics and Games (I3D) 2015–2018
- ACM/Eurographics Symposium on Computer Animation (SCA) 2015, 2016
- Pacific Graphics (PG) 2015, 2016

Paper Reviewer

- Neural Information Processing Systems (NeurIPS) 2020, 2021
- European Conference on Computer Vision (ECCV) 2020, 2022
- AAAI Conference on Artificial Intelligence (AAAI) 2020–2022
- IEEE International Conference on Computer Vision (ICCV) 2019, 2021
- IEEE International Conference on Multimedia and Expo (ICME) 2019
- IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2019–2022
- ACM SIGGRAPH 2013–2020, 2022, 2023
- ACM SIGGRAPH Asia 2013–2019, 2021, 2022
- Eurographics 2010, 2013–2018, 2020
- Pacific Graphics 2011, 2013, 2014, 2018
- Computer Graphics International (CGI) 2012

- CAD/Graphics 2013
- Asian Conference on Computer Vision (ACCV) 2016
- IEEE VR 2018
- ACM Transactions on Graphics
- IEEE Transactions on Image Processing
- IEEE Transactions on Visualization and Computer Graphics
- IEEE Computer Graphics and Applications
- Computer Graphics Forum (Wiley Blackwell)
- Computers & Graphics (Elsevier)
- Visual Informatics (Elsevier)
- The Visual Computer (Springer)
- Signal, Image and Video Processing (Springer)
- Journal of Computer Science and Technology (Springer)
- Journal of Electronic Imaging
- Journal of Computer Graphics Techniques

Grant Reviewer

- Natural Sciences and Engineering Research Council of Canada (NSERC)

AWARDS

Microsoft Research Asia Fellowship, 2010

FILM CREDITS

The Hobbit: The Battle of the Five Armies (Weta Digital, Visual Effects), 2014

GAME CREDITS

Call of Duty: WWII (Activision), 2017

Call of Duty: Infinite Warfare (Activision), 2016

Call of Duty: Modern Warfare Remastered (Activision), 2016

Skylanders Battlecast (Activision), 2016

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