

Weilun Sun

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EDUCATION

University of California at Berkeley, Berkeley, California, USA

- Doctor of Philosophy (Ph.D.) in Computer Science Aug 2014 – Present
 - Research area: Computer Graphics
 - Advisor: Professor Ravi Ramamoorthi (Now at UCSD)
 - GPA: 3.932 / 4.0
 - Currently as a visiting student at the University of California at San Diego

Tsinghua University, Beijing, China

- Bachelor of Engineering (B.E.) in Computer Science & Technology Aug 2010 – Jul 2014
 - Undergraduate Research Advisor: Professor Kun Xu
 - Cumulative GPA: 88 / 100

RESEARCH EXPERIENCE

Adobe Inc, San Jose, CA, USA

- PhD Research Internship, Emerging Graphics Group May 2016 – Aug 2016
 - Project: Correlated Sampling for Physically Based Rendering
 - Supervisors: Xin Sun and Nathan Carr

Samsung Research America, Mountain View, CA, USA

- PhD Research Internship May 2015 – Aug 2015
 - Project: Efficient CNN Evaluation Using SVD Decomposition
 - Supervisor: John Brothers

TEACHING EXPERIENCE

Image Manipulation and Computational Photography (CS194-26), UC Berkeley

- Graduate Student Instructor Fall, 2015
 - Instructor: Professor Alexei A. Efros
 - Office Hours & Grading
 - Design Mid-Term Questions

Computer Graphics and Imaging (CS184/284A), UC Berkeley

- Graduate Student Instructor Spring, 2016
 - Instructor: Professor Yi-Ren Ng
 - Office Hours & Weekly Discussion Sections
 - Design Mid-Term/Final Questions & Homeworks

PUBLICATIONS

CONFERENCES

- [1] Kun Xu, Kang Chen, Hongbo Fu, [Wei-Lun Sun](#), Shi-Min Hu “Sketch2Scene: Sketch-based Co-retrieval and Co-placement of 3D Models,” in *Proceedings of ACM SIGGRAPH 2013*, Los Angeles, CA, USA, Jul 2013.
- [2] Kun Xu, [Wei-Lun Sun](#), Zhao Dong, Dan-Yong Zhao, Run-Dong Wu, Shi-Min Hu “Anisotropic spherical Gaussians,” in *Proceedings of ACM SIGGRAPH Asia 2013*, Hong Kong, China, Nov 2013.
- [3] Pierre-Luc Manteaux, [Wei-Lun Sun](#), François Faure, Marie-Paule Cani, James F. O’Brien, “Interactive Detailed Cutting of Thin Sheets,” in *Proceedings of the 8th ACM SIGGRAPH Conference on Motion in Games (MIG)*, Paris, France, Nov 2015.
- [4] Ting-Hui Zhou, Shubham Tulsiani, [Wei-Lun Sun](#) and Jitendra Malik, Alexei A. Efros “View Synthesis by Appearance Flow,” *European Conference on Computer Vision (ECCV)*, Amsterdam, Netherlands, Oct 2016.

LANGUAGES

Mandarin Chinese: Native language. English: Fluent.

SKILLS

C/C++, \LaTeX , Python, MATLAB, OpenGL, CUDA.