

# Zhenglin Geng

## RESEARCH

Computer Vision, Computer Graphics, Virtual Human

## EDUCATION

### Stanford University, Computer Science – *PhD*

Sep 2016 - Jan 2021

Advisor: **Ron Fedkiw**, GPA: 4.066

Thesis: Coercing Machine Learning to Output Physically Accurate Results

### Tsinghua University, School of Software – *B.Eng*

Aug 2021 - July 2016

GPA: 93/100

## PUBLICATIONS

- Wu, J., **Geng, Z.**, Zhou, H., and Fedkiw, R., "Skinning a Parameterization of Three-Dimensional Space for Neural Network Cloth", arXiv:2006.04874 (2020).
- Wu, J., Jin, Y., **Geng, Z.**, Zhou, H., and Fedkiw, R., "Recovering Geometric Information with Learned Texture Perturbations", ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA) (2021).
- **Geng, Z.**, Johnson, D. and Fedkiw, R., "Coercing Machine Learning to Output Physically Accurate Results", J.Comp.Phys. 406, 109099 (2020).
- Jin, N., Zhu, Y., **Geng, Z.**, and Fedkiw, R., "A Pixel-Based Framework for Data-Driven Clothing", ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA) (2020).
- **Geng, Z.**, Cao, C., and Tulyakov, S., "3D Guided Fine-Grained Face Manipulation", The IEEE Conference on Computer Vision and Pattern Recognition (CVPR) (2019).
- **Geng, Z.**, Cao, C. and Tulyakov, S., "Towards Photo-Realistic Facial Expression Manipulation", International Journal of Computer Vision, 128(10), 2744-2761. (2020).
- Jin, N., Lu, W., **Geng, Z.**, and Fedkiw, R., "Inequality Cloth", ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA), edited by Stephen N. Spencer, Article No. 16 (2017).

## WORK EXPERIENCE

### Epic Games, Larkspur – *Simulation Engineer*

Jan 2021 - present

### Facebook Reality Lab, Sausalito – *Research Intern*

June 2020 - Sep 2020

### Snapchat Research, Santa Monica – *Research Intern*

June 2018 - Sep 2018