

RESEARCH INTEREST

Computer graphics. In particular, computer animation, including motion capture, motion planning, and motion control.

EDUCATION

University of California, San Diego

Ph.D., Computer Science and Engineering 09/2006 - present

- Advisor: Professor Matthias Zwicker
- Area of Study: Computer Graphics
- GPA: 3.95/4.0

National Taiwan University

M.S., Computer Science and Information Engineering 09/2004 - 06/2006

- Advisor: Professor Yi-Ping Hung
- Thesis Topic: A Hybrid Representation of 3D Objects for Fast Rendering and Compression (**IICM Thesis Award**)
- GPA: 4.0/4.0

B.S., Computer Science and Information Engineering 09/2000 - 06/2004

- Major GPA: 4.0/4.0, Overall GPA: 3.95/4.0
- Presidential Award (top 5% in class) in 2001 and 2002

RESEARCH & WORK EXPERIENCE

University of California, San Diego

Research Assistant 07/2007 - present

- Research with Dr. Matthias Zwicker on character animation by motion capture.

National Taiwan University

Graduate Student Researcher 09/2004 - 06/2006

- Research with Dr. Yi-Ping Hung on image-based rendering, image-based compression, novel view synthesis, and stereoscopic object movies.
- Participated in National Digital Archive Program and assisted in design and construction of a national virtual museum.

Teaching Assistant

- Pattern Analysis and Classification 02/2005 - 06/2005
- Digital Image Processing 09/2004 - 01/2005

Undergraduate Student Researcher 09/2003 - 06/2004

- Research with Dr. Yi-Ping Hung on tri-view morphing.
- Development and implementation of object movies plug-in for **Virtools**.

ACTIVITIES

Student Volunteer <i>Symposium on Computer Animation</i>	2007
Chair <i>IEEE National Taiwan University Student Branch</i> Hired by IEEE Headquarter to manage academic activities for NTU students.	06/2005 - 06/2006

HONORS AND AWARDS

Irwin and Joan Jacobs Fellowship	2006 - 2009
Excellent Master Thesis Award, IICM	2006
IEEE Outstanding Student Certificate Awarded for outstanding leadership and service to IEEE NTU student branch.	2006
Dr. Kai-Ying King Scholarship from CTCI Foundation	2005
Best Paper of Conference Award, CVGIP The best paper selected from more than 200 submitted papers.	2005
Scholarship from Computer Society of Republic Of China	2004
National Creative Game Design Contest - Honorable Mention Top ten from more than 70 participating teams.	2004
National Programming Contest - 1st Place The first place from nearly 90 teams selected from all the universities in Taiwan.	2002
ACM Asia Programming Contest (Kaohsiung site) - 6th Place The sixth place in 60 teams from countries in Asia.	2002
Trend Micro Programming Contest - Champion Our team was awarded one million NT dollars from the contest.	2001

PUBLICATIONS

Wan-Yen Lo and Matthias Zwicker. *Real-Time Planning for Parameterized Human Motion*. In *ACM SIGGRAPH / Eurographics Symposium on Computer Animation*, 2008.

Ying-Ruei Chen, Wan-Yen Lo, Yu-Pao Tsai, and Yi-Ping Hung. *Generation of Binocular Object Movies from Monocular Object Movies*. In *SPIE Conference on Stereoscopic Displays and Virtual Reality Systems XIV*, 2007.

Pang-Hung Huang, Yu-Pao Tsai, Wan-Yen Lo, Sheng-Wen Shih, and Yi-Ping Hung. *Calibration of Motorized Object Rig and Its Applications*. In *Journal of Information Science and Engineering*, 2007

Wan-Yen Lo *A Hybrid Representation of 3D Objects for Fast Rendering and Compression*. Master's thesis, National Taiwan University, 2006. (**Excellent thesis award from Institute of Information and Computing Machinery**)

Pang-Hung Huang, Yu-Pao Tsai, Wan-Yen Lo, Sheng-Wen Shih, Chu-Song Chen, Yi-Ping Hung. *A Method for Calibrating Motorized Object Rig*. In *Asian Conference on Computer Vision*, 2006.

Pang-Hung Huang, Yu-Pao Tsai, Wan-Yen Lo, Sheng-Wen Shih, Chu-Song Chen, Yi-Ping Hung. *Calibration of Motorized Object Rig and Its Application*. In *18th IPPR Conf. on Computer Vision Graphics and Image Processing*, 2005. (**Conference Award: Best Paper Award**)

Wan-Yen Lo, Yu-Pao Tsai, Chien-Wei Chen, and Yi-Ping Hung. *Stereoscopic Kiosk for Virtual Museum*. In *International Computer Symposium*, 2004.

COMPUTER EXPERIENCE

Programming: C/C++ 9yrs, OpenGL 4yrs, Java 5yrs, Matlab 2yrs

Software: Photoshop 8yrs, Vritools 3yrs, 3ds Max 1yr

Operating Systems: Linux, Windows 95/98/NT/2K/XP

REFERENCES

Available upon request.