

# Kaizhang Kang

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## Education

**Sep. 2018 - June 2023 (expected)**      **Zhejiang University**  
Ph.D. in Computer Science (Supervised by Hongzhi Wu)

**Sep. 2014 - June 2018**                      **Zhejiang University**  
B.S. in Computer Science  
Honors Degree from Chu Kochen Honors College

## Research Interests

My research interests include appearance/geometry acquisition & modeling. Based on the proposed differentiable acquisition framework, the published works mainly focus on how to efficiently and accurately digitize real objects.

## Publications

- **Neural Reflectance Capture in the View-Illumination Domain**  
*Kaizhang Kang, Minyi Gu, Cihui Xie, Xuanda Yang, Hongzhi Wu and Kun Zhou*  
accepted by TVCG
- **Learning Efficient Photometric Feature Transform for Multi-view Stereo**  
*Kaizhang Kang, Cihui Xie, Ruisheng Zhu, Xiaohe Ma, Ping Tan, Hongzhi Wu and Kun Zhou*  
ICCV 2021
- **Free-form Scanning of Non-planar Appearance with Neural Trace Photography**  
*Xiaohe Ma, Kaizhang Kang, Ruisheng Zhu, Hongzhi Wu and Kun Zhou*  
ACM Trans. Graph. (Proc. SIGGRAPH 2021), 40, 4 (Aug. 2021), 124.
- **Learning Efficient Illumination Multiplexing for Joint Capture of Reflectance and Shape**  
*Kaizhang Kang, Cihui Xie, Chengan He, Mingqi Yi, Minyi Gu, Zimin Chen, Kun Zhou and Hongzhi Wu*  
ACM Trans. Graph. (Proc. SIGGRAPH Asia 2019), 38, 6 (Nov. 2019), 165.
- **Efficient Reflectance Capture Using an Autoencoder**  
*Kaizhang Kang, Zimin Chen, Jiaping Wang, Kun Zhou and Hongzhi Wu*  
ACM Trans. on Graphics (Proc. SIGGRAPH 2018), 37, 4 (Aug. 2018), 127.

## Honors & Awards

ACM SIGGRAPH Student Research Competition (2nd Place, Undergraduate Category)	2018
Microsoft Research Asia Fellowship	2021
Lu Zengyong CAD&CG High Technology Award (2nd Place)	2019

## Skills

- **Deep learning.** I used deep learning in previous works to solve 3D modeling problems for both geometry and appearance, and the implementations are done with Pytorch and Tensorflow.
- **Computer vision & graphics.** My research in the past 4 years mainly focuses on Computer vision & graphics about how to digitize 3D objects in both high efficiency and high quality manner.
- **Hardware design.** I built hardware prototypes of lightstage and hand-held scanner from scratch, including PCB design, FPGA programming.

## Languages

<b>English</b>	Proficient
<b>Mandarin</b>	Native
<b>Japanese</b>	Competent

## Invited Talks

Mar. 2022  
Smart Geometry Processing Group (Niloy Mitra Lab), UCL  
*Differentiable Acquisition of Appearance & Shape*

Dec. 2019  
Graphics And Mixed Environment Seminar (Online)  
*Learning Efficient Illumination Multiplexing for Joint Capture of Reflectance and Shape*

## Referees

<b>Name</b>	Hongzhi Wu
<b>Affiliation</b>	State Key Lab of CAD&CG, Zhejiang University
<b>Position</b>	Professor
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<b>Name</b>	Kun Zhou
<b>Affiliation</b>	State Key Lab of CAD&CG, Zhejiang University
<b>Position</b>	Cheung Kong Professor, Director of State Key Lab of CAD&CG
<b>Homepage</b>	<a href="http://kunzhou.net">http://kunzhou.net</a>
<b>Contact</b>	<a href="mailto:kunzhou@acm.org">kunzhou@acm.org</a>