

Jingwen Dai, PhD

CONTACT INFORMATION

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SUMMARY

- 10+ years' research and development experience in the domain of computer vision, and its applications in human-computer interaction, & virtual/augmented reality.
- Strong team leadership skills in effective product planning, task oversight and rapid technology transfer.

WORKING EXPERIENCE

Guangdong Virtual Reality Technology Co., Ltd. (aka. Ximmerse), Shenzhen, China
Co-Founder, Executive Director & CTO **08/2015 - present**

- Lead the R&D and engineering team (40+ scientists and engineers of algorithm, hardware, embedded software, SDK, testing and engineering teams).
- *Products Highlights*
 - 2017 **(AR)** Inside-out interaction solution for LENOVO & DISNEY MIRAGE.
<http://www3.lenovo.com/us/en/jedichallenges/>
 - 2017 **(AR)** 3-DoF controller product for MIRA.
<https://www.mirareality.com>
 - 2017 **(VR)** 6-DoF outside-in controller product for HTC LINK.
<http://www.htc.com/jp/about/newsroom/2017/2017-05-25-htc-u11-gits/>
 - 2017 **(VR)** 3-DoF controller product for ZEISS VR ONE CONNECT.
<https://www.zeiss.com/virtual-reality/vr-one-connect.html>
 - 2017 **(VR)** 3-DoF controller product for OCCIPITAL BRIDGE.
<https://bridge.occipital.com>
 - 2017 **(VR)** 3-DoF controller in QUALCOMM HMD Accelerator Program (HAP).
<https://www.qualcomm.com/news/onq/2017/06/27/shift-mobile-vr-now>
 - 2016 **(VR)** 6-DoF outside-in controller in SAMSUNG Accessory Partnership Program (SMAPP).
 - 2016 **(VR)** 3-DoF controller solution for XIAOMI MiVR.
<http://www.mi.com/mivr/>

Lenovo Research & Technology, Hong Kong

Manager & Advisory Researcher, Image & Visual Computing Lab **04/2015 - 07/2015**

- Lead of 3D vision group (6 researchers & 4 engineers), contributing total 3D vision solution to Lenovo Mobile BU, depth based applications of refocus, magic cut-out and 3D gadget will be launched in Lenovo VIBE S1 in June 2015.

Staff Researcher, Image & Visual Computing Lab **01/2014 - 03/2015**

- Technical lead of Super Camera group (3 researchers & 6 engineers), delivering intelligent photography solution to Lenovo Mobile BU, real-time smart composition guide feature has been launched in Lenovo VIBE Shot in May 2015.
- Lead of immersive communication group, prototyping next generation video conference system and tele-presence system.
- Key member of FunnyFace project and push face beautification features (the world first successful case in real-time video call) to Lenovo's video call software *YouYue* in March 2014.
- Principal contributor of Lenovo first gaze correction technology for home video conferencing.

The University of North Carolina at Chapel Hill, NC, USA

Postdoctoral Research Associate, Department of Computer Science **11/2012 - 12/2013**

- Research staff in BeingThere Center UNC and worked with Prof. Henry Fuchs (Member of NAE; Fellow of ACM, IEEE and AAAS; ACM SIGGRAPH Steven A. Coons Award). Involved in project of mobile animatronics telepresence system and room-size telepresence system.

Nanyang Technological University, Singapore

UNC Visiting Researcher **01/2013 - 12/2013**

- Collaborate with the researchers from ETH Zurich and NTU to develop next generation telepresence system prototypes.

HJTech, Shanghai, China

Senior Research Engineer **04/2010 - 10/2012**

- In charge of architecture and algorithm design for face identification based immigration clearance system, which was applied in Shanghai Yangshan Port.
- Involved in algorithm transplant to embedded system (DaVinci and ARM platform). In charge of algorithm simplification and optimization.

Co-Founder & CTO

03/2009 - 07/2009

- Co-founded a technology start-up company, which is focus on face recognition related products. The core technology is mainly based on my master research works.
- Led the R&D team to optimize face recognition algorithms and develop application software.
- The face identification based products had been applied in many areas: Checking attendance in office buildings and schools in Shanghai; Access control in residences in Shanghai and Jiangsu and in prisons in Jiangsu, Guangdong and Jiangxi.

The Chinese University of Hong Kong, Hong Kong

Research Assistant, Computer Vision Lab **08/2009 - 08/2012**

- Involved in several research projects partially sponsored by Hong Kong Research Grants Council, Qualcomm and CUHK MoE-Microsoft Key Laboratory of Human-Centric Computing and Interface Technologies.
- Research area focused on human-computer interaction in projector-camera system.
- Developed a real-time 6-DOF human head pose estimation system under normal illumination embedded with imperceptible structured codes.
- Developed a natural user interface, making any tabletop surface to which the projection is illuminated become a touch-sensitive computer screen, just by a mere video projector and camera.

Shanghai Jiao Tong University, Shanghai, China

Research Assistant, Research Center of Intelligent Robotics **09/2006 - 02/2009**

- Involved in computer vision group, which is partially sponsored by National Natural Foundation of China and Program for New Century Excellent Talents of Ministry of Education, China.
- Research area focused on face detection, face tracking and face recognition.
- Developed a real-time face recognition system independently, which is the foundation for HJTech products.

EDUCATION

The Chinese University of Hong Kong (CUHK), Hong Kong **08/2009 - 09/2012**

Ph.D. in Computer Vision, Department of Mechanical and Automation Engineering

- PhD Thesis: "Use of Projector-Camera System for Human-Computer Interaction"
- GPA: 3.8/4.0

Shanghai Jiao Tong University (SJTU), Shanghai, China **09/2006 - 03/2009**

M.E. in Robotics, Department of Automation

- Master Thesis: "The Fundamental Research of Practical Face Recognition System"
- Major GPA: 3.7/4.0, Top 5%

PUBLICATIONS

Thesis

- J. Dai, Use of Projector-Camera System for Human-Computer Interaction, *PhD Thesis*, The Chinese University of Hong Kong, September 2012.

- J. Dai, The Fundamental Research of Practical Face Recognition System, *Master Thesis (in Chinese)*, Shanghai Jiao Tong University, January 2009.

Journal Paper

- J. Dai and R. Chung, Touchscreen Everywhere: On Transferring a Normal Planar Surface to a Touch-Sensitive Display, *IEEE Transactions on System, Man and Cybernetics, Part B*, 44(8):1383-1396, 2014.
- J. Dai and R. Chung, Embedding Invisible Codes into Normal Video Projection: Principle, Evaluation and Applications, *IEEE Transactions on Circuit and System for Video Technology*, 23(12):2054-2066, 2013.
- J. Dai, D. Liu and J. Su, The Method of Rapid Eye Localization Based on Projection Peak, *Pattern Recognition and Artificial Intelligence (in Chinese, Indexed by EI)*, 22(4):605-609, 2009.

Conference Paper

- J. Dai, G. Welch and H. Fuchs, Encumbrance-free Shader Lamps Avatars for Tele-presence, *In Preparation*.
- Y. Hu, J. Ren, J. Dai, C. Yuan, L. Xu and W. Wang, Deep Multimodal Speaker Naming, *In Proc. of The 23rd Annual ACM International Conference on Multimedia (MM'15)*, 2015.
- J. Dai and R. Chung, Sensitivity Evaluation of Embedded Code Detection in Imperceptible Structured Light Sensing, *In Proc. of IEEE Winter Vision Meetings - Workshop on Robot Vision (WoRV'13)*, pages 34-39, 2013.
- J. Dai and R. Chung, Making Any Planar Surface into a Touch-sensitive Display by a Mere Projector and Camera, *In Proc. of 25th IEEE Conference on Computer Vision and Pattern Recognition (CVPR'12) - Workshop (PROCAMS'12)*, pages 35-42, 2012.
- J. Dai and R. Chung, On Making Projector both a Display Device and a 3D Sensor, *In Proc. of The 8th International Symposium on Visual Computing (ISVC'12)*, pages 654-664, 2012.
- J. Dai and R. Chung, Combining Contrast Saliency and Region Discontinuity for Precise Hand Segmentation in Projector-Camera System, *In Proc. of The 21st International Conference on Pattern Recognition (ICPR'12)*, pages 2161-2164, 2012.
- J. Dai and R. Chung, Embedding Imperceptible Codes into Video Projection and Applications in Robotics, *In Proc. of IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS'12)*, pages 4399-4404, 2012.
- J. Dai and R. Chung, Head pose estimation by imperceptible structured light sensing, *In Proc. of IEEE International Conference on Robotics and Automation(ICRA'11)*, pages 1646-1651, 2011.
- J. Dai, D. Liu and J. Su, Projection Peak Analysis for Rapid Eye Localization, *In Proc. of The International Conference on Computer Vision Theory and Applications(VISAPP'09)*, pages 315-320, 2009.
- F. Yang, J. Dai and D. Liu, A novel eye localization method based on spectral residual model, *In Proc. of The 7th World Congress on Intelligent Control and Automation(WCICA'08)*, pages 6773-6777, 2008.
- F. Yang, J. Su and J. Dai, Fast Quality Assessment of Face Images for Face Recognition, *In Proc. of The 27th Chinese Control Conference(CCC'08)*, pages 531-535, 2008.

HONORS & AWARDS

Peacock Plan (Level C) of Shenzhen	2016
FY14/15 Excellent Performance Employee of Lenovo R&T	2015
FY14/15 Outstanding Team Award(Super Camera) of Lenovo R&T	2015
FY14/15 1H Excellent Performance Employee of Lenovo R&T	2014
FY14/15 1H Excellent Project Team (Super Camera) of Lenovo R&T	2014
Postgraduate Fellowship of The Chinese University of Hong Kong	2009-2012
Excellent Student of Shanghai Jiao Tong University	2008
Kwang-Hua Scholarship of Shanghai Jiao Tong University	2008
Excellent League Member of Shanghai Jiao Tong University	2007
Full Tuition Scholarship of Shanghai Jiao Tong University	2006-2009