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Luming Ma

Education

2015–present **Ph.D**, *Computer Science*, University of Houston, Houston, TX.

2006–2008 **M.S.**, *Computer Science*, University of Bridgeport, Bridgeport, CT.

2002–2006 **B.S.**, *Software Engineering*, Northeastern University, Shenyang, China.

Research Experience

2015–present **Computer Graphics & Interactive Media Lab**, *University of Houston*.

- Real-time automatic facial performance capture and manipulation from RGB video.

Work Experience

2019.5–2019.8 **Software Engineer Intern**, *Facebook*, Menlo Park, CA.
Core Tech Hands and Interaction Tracking Eng

- Developed a temporal vision based method to automatically detect hand-surface touching from monochrome video.

2012–2015 **Lead Software Engineer**, *BlueTorchSoft Ltd*, Shenyang, China.

- Developed 3D multi-player action game and dancing game on mobile platforms and web browsers.

2011–2012 **Senior Software Engineer**, *Neusoft Corporation*, Shenyang, China.

- Developed cloud health management and diagnosis system for www.xikang.com.

2010–2011 **Senior Software Engineer**, *HalfQuest Technology Ltd*, Beijing, China.

- Developed 2.5D business simulation flash game on Facebook.

2008–2010 **Software Engineer**, *TournamentOne Corp*, Stamford, CT.

- Developed several Flash desktop and online games including horse racing, poker, keno and slot games.

Skills

Coding C++, CUDA, Python, C#, Java, Actionscript

Tools OpenGL, OpenCV, DirectX, Pytorch, Tensorflow, Unity3D, Maya, Flash

Awards

2019 **Best PhD Student**, *Department of Computer Science*, University of Houston.

Publications

[1] Luming Ma and Zhigang Deng. "Real-time Face Video Swapping From A Single Portrait". In: *Proceeding of ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D)*. San Francisco, CA, May 2020, 10 pages.

[2] Christopher Connaboy et al. "Intersession Reliability and Within-Session Stability of a Novel Perception-Action Coupling Task". In: *Aerospace Medicine and Human Performance* 90.2 (2019), pp. 77–83.

[3] Luming Ma and Zhigang Deng. "Real-Time Facial Expression Transformation for Monocular RGB Video". In: *Computer Graphics Forum* 38.1 (2019), pp. 470–481.

[4] Luming Ma and Zhigang Deng. "Real-time Hierarchical Facial Performance Capture". In: *Proceeding of ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D)*. Montreal, QC, Canada, May 2019, 10 pages.