

He Zhang

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EDUCATION

- **University of Edinburgh** **September 2017 - present**
 - Ph.D student in Computer Graphics and Animation
- **University of Edinburgh** **September 2016 - August 2017**
 - M.Sc. in Data Science
- **Shandong University** **September 2012 - June 2016**
 - B.E. in Computer Science and Technology

PUBLICATIONS

- **He Zhang**, Yuting Ye, Takaaki Shiratori, Taku Komura, *ManipNet: Neural Manipulation Synthesis with a Hand-Object Spatial Representation*, ACM Transactions on Graphics 40(4), 2021 (Proceedings of SIGGRAPH 2021)
- Sebastian Starke*, **He Zhang***, Taku Komura, Jun Saito, *Neural State Machine for Character-Scene Interactions*, ACM Transactions on Graphics 38 (6), 2019 (Proceedings of SIGGRAPH Asia 2019)
- **He Zhang***, Sebastian Starke*, Taku Komura, Jun Saito, *Mode-Adaptive Neural Networks for Quadruped Motion Control*, ACM Transactions on Graphics 37(4), 2018 (Proceedings of SIGGRAPH 2018)
- Ian Mason, Sebastian Starke, **He Zhang**, Hakan Bilen, Taku Komura, *Few-shot Learning of Homogeneous Human Locomotion Styles*, Computer Graphics Forum, 37(7), 2018 (Best Student Paper Award at Pacific Graphics 2018)

WORK EXPERIENCE

- **Research Intern**, *Facebook Reality Lab, US* **Sep, 2019-Jan, 2020**
- **Research Intern**, *Adobe Creative Intelligence Lab, UK* **Jan-May, 2019**
- **MSc Project Teaching Assistant**, *University of Edinburgh, UK* **May-Aug, 2018**

TECHNICAL SKILLS

- *C#, Python; Unity, Blender; Tensorflow; Git, LaTeX;*