

MIANLUN ZHENG

Meta Reality Labs ◇ Pittsburgh, PA USA

mianlun.zheng@gmail.com ◇ Webpage: <https://zhengmianlun.github.io>

EDUCATION

University of Southern California Ph.D. in Computer Graphics, GPA: 4.0/4.0 Advisor: Professor Jernej Barbič	08/2018 - 10/2024
Wuhan University Master in Computer Science, GPA: 3.81/4.0 Advisor: Professor Zhiyong Yuan	09/2015 - 06/2018
Wuhan University Bachelor in Computer Science, GPA: 3.69/4.0	09/2011 - 06/2015

RESEARCH TOPICS

Robotics, Physics-based simulation, AI animation, Haptics, Codec Avatars, Digital humans

EXPERIENCE

Meta , Burlingame, USA Meta Robotics Studio: <i>Research scientist</i> Robotics Simulation.	07/2025 - present
Meta , Pittsburgh, USA XRCIA: <i>Postdoctoral research scientist</i> photorealistic Codec Avatars.	10/2024 - 07/2025
Meta , Zurich, Switzerland RL research: <i>Research intern</i> Manager: Dr. Ryan Goldade Topic: Learning-based human facial expression modeling; differentiable simulation.	05/2023 - 08/2023
Meta , Pittsburgh, USA RL research: <i>Research intern</i> Managers: Dr. Breannan Smith and Dr. Javier Romero Topic: Loose and dynamic clothing tracking using physical priors.	05/2022 - 08/2022
Meta , Sausalito, USA RL research: <i>Research intern</i> Manager: Dr. Tuur Styuck Topic: Virtual human body simulation and its interaction with the tight-fitting cloth.	05/2021 - 08/2021
Adobe Research , San Jose, USA <i>Research intern</i>	05/2020 - 08/2020

Managers: Dr. Yi Zhou and Dr. Duygu Ceylan

Topic: Learning-based 3D character dynamics (secondary motion) modeling.

Tencent America, Los Angeles, USA

05/2019 - 08/2019

Research intern

Managers: Dr. Bo Yang and Dr. Ming Gao

Topic: Learning-based snow simulation using the Material Point Method.

PATENTS

Duygu Ceylan, Mianlun Zheng and Yi Zhou. Predicting secondary motion of multidimensional objects based on local patch features. U.S. Non-provisional Patent No. 11830138, issued on 11/28/2023.

Shihan Lu, Heather Culbertson, Matthew Fontaine, and Mianlun Zheng. Interactive human preference driven virtual texture generation and search, and haptic feedback systems and methods. U.S. Provisional Patent Application No. 11972052, issued on 04/30/2024.

PUBLICATIONS

Ph.D. Thesis: **Real-time Simulation of Hand Anatomy Using Medical Imaging**. Department of Computer Science, University of Southern California, October 2024.

Mianlun Zheng, Jernej Barbič. **Multi-Resolution Real-Time Deep Pose-Space Deformation**, ACM Transactions on Graphics 43(6) (SIGGRAPH Asia 2024).

Mianlun Zheng*, Bohan Wang*, Jingtao Huang, Jernej Barbič. **Simulation of Hand Anatomy Using Medical Imaging**, ACM Transactions on Graphics 41(6) (SIGGRAPH Asia 2022). (*equal first authors)

Shihan Lu, Mianlun Zheng, Matthew C. Fontaine, Stefanos Nikolaidis, Heather Culbertson. **Preference-Driven Texture Modeling Through Interactive Generation and Search**, IEEE Transactions on Haptics, 2022, 15(3): 508-520. (Best Paper Award Finalist of IEEE Transactions on Haptics in 2022 (one of two finalists))

Mianlun Zheng, Yi Zhou, Duygu Ceylan, Jernej Barbič. **A Deep Emulator for Secondary Motion of 3D Characters**, CVPR, 2021. (Oral Presentation, top 4% of submissions)

Bohan Wang*, Mianlun Zheng*, Jernej Barbič. **Adjustable Constrained Soft-Tissue Dynamics**, Pacific Graphics 2020 and Computer Graphics Forum, 39(7), 2020. (*equal first authors) (the only Best Paper Award of both PG2020 and PG2021).

Mianlun Zheng, Danyong Zhao, Jernej Barbič. **Evaluating the Efficiency of Six-DoF Haptic Rendering-Based Virtual Assembly Training**, IEEE Transactions on Haptics, 2021, 14(1): 212-224.

Qianqian Tong, Zhiyong Yuan, Xiangyun Liao, Mianlun Zheng, Tianchen Yuan, Jianhui Zhao. **Magnetic Levitation Haptic Augmentation for Virtual Tissue Stiffness Perception**. IEEE Transactions on Visualization and Computer Graphics, 2018, 24(12): 3123-3136.

Mianlun Zheng, Zhiyong Yuan, Qianqian Tong, Guian Zhang, Weixu Zhu. **A Novel Unconditionally Stable Explicit Integration Method for Finite Element Method**. Visual Computer, 2018, 34(5):721-733.

Mianlun Zheng, Zhiyong Yuan, Weixu Zhu, Guian Zhang. **A Fast Mass Spring Model Solver for High-resolution Elastic Objects**. Simulation: Transactions of the Society for Modeling and Simulation International, 2017, 93(10): 797-807.

Qianqian Tong, Zhiyong Yuan, Xiangyun Liao, Mianlun Zheng, Weixu Zhu, Guian Zhang, Munan Ning. **A joint multi-scale convolutional network for fully automatic segmentation of the left ventricle**. IEEE International Conference on Image Processing (ICIP), 2017.

Qianqian Tong, Zhiyong Yuan, Mianlun Zheng, Xiangyun Liao, Weixu Zhu, Guian Zhang. **A novel nonlinear parameter estimation method of soft tissues**. Genomics, proteomics & bioinformatics 15.6 (2017): 371-380.

Qianqian Tong, Zhiyong Yuan, Mianlun Zheng, Weixu Zhu, Guian Zhang, Xiangyun Liao. **A Novel Magnetic Levitation Haptic Device for Augmentation of Tissue Stiffness Perception**. Proceedings of the 22nd ACM Conference on Virtual Reality Software and Technology. ACM, 2016: 143-152. (Best student paper award).

SKILLS

Languages: C/C++, Python/Pytorch, Pybind.

Tools: Maya, Meshlab, Houdini, Git.

TEACHING

CSCI 585 Database Systems	<i>Summer 2024</i>
CSCI 520 Computer Animation and Simulation	<i>Spring 2024</i>
CSCI 585 Database Systems	<i>Fall 2023</i>
CSCI 420 Computer Graphics	<i>Spring 2023</i>
CSCI 585 Database Systems	<i>Fall 2022</i>
CSCI 520 Computer Animation and Simulation	<i>Spring 2022</i>
CSCI 520 Computer Animation and Simulation	<i>Spring 2021</i>
CSCI 520 Computer Animation and Simulation	<i>Spring 2020</i>
CSCI 585 Database Systems	<i>Spring 2019</i>

AWARDS

USC Provost Top Off Travel/Research Award	<i>2022</i>
2022 Meta PhD Research Fellowship finalist	<i>2022</i>
USC Provost Fellowship	<i>2018-2022</i>
Pacific Graphics 2020 and 2021 Best paper award	<i>2021, 2020</i>
Wuhan University The Second Prize Scholarship	<i>2016, 2014</i>
VRST'2016 Best Student Paper Award	<i>2016</i>
National Scholarship (China)	<i>2015, 2012</i>
Outstanding Bachelor's Degree Thesis (Hubei Province, China)	<i>2015</i>

Meritorious Winner in Mathematical Contest in Modeling (MCM)	<i>2015</i>
First Prize in The 7th National College Students Information Security Contest of China	<i>2015</i>
Wuhan University Merit Student	<i>2013, 2012</i>
Huang Zhangren Alumni Scholarship	<i>2013</i>