

# Lingyun Yu

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Research Interests	I work in the field of Scientific Visualization and Computer Graphics. I am interested in interaction techniques for working with scientific visualizations on large, touch-sensitive displays. My current research focuses on interactive visualization and human-computer interaction.	
Employment	<i>08/2007-08/2008</i>	Lecturer in Zhejiang Police College, China.
Education	<i>09/2008-12/2012</i>	<b>PhD studies.</b> University of Groningen, The Netherlands. Topic: "Touching 3D data — Interactive Visualization of Cosmological Simulations". Supervisors: Prof. J. B.T.M. Roerdink and Dr. T. Isenberg.
	<i>09/2004-03/2007</i>	<b>MSc studies.</b> Department of Computer Science, Hangzhou Dianzi University, China. MSc thesis "The Design and Implementation of Software-based Seamless Tiling Technology in a Large-scale Multi-projector Display System", supervised by Prof. Y. Wang.
	<i>09/2000-06/2004</i>	<b>Undergraduate studies.</b> Department of Computer Science, Hangzhou Dianzi University, China.
Teaching Experience	Undergraduate courses, Department of Computer Science, Zhejiang Police College, China.	
	<i>01/2008-07/2008</i>	Undergraduate course "The C programming language".
	<i>01/2008-07/2008</i>	Undergraduate course "Systems and Net security".
	<i>09/2007-12/2007</i>	Undergraduate course "3ds Max Modelling and Design".
Scholarships and Awards	<i>10/2012</i>	The paper on "Efficient Structure-Aware Selection Techniques for 3D Point Clouds" [1] that was presented at Visweek'12, which took place in Seattle, received an <b>Honorable Mention</b> award.
	<i>03/2007</i>	Graduated from MSc program with distinction (Excellent student graduation award).
	<i>06/2004</i>	Graduated from BSc program with distinction (Excellent student graduation award).
	<i>09/2000-06/2004</i>	Excellent student scholarship in undergraduate studies (Seven times).
Talks in International Conferences	<i>10/2010</i>	FI3D: Direct-Touch Interaction for the Exploration of 3D Scientific Visualization Spaces [2], International Conference on Visualization (VIS), Salt Lake City, UT, USA.
	<i>11/2006</i>	Multi-Projector Seamless Display System Based on PC-Cluster [4], The 16th International Conference on Artificial Reality and Telexistence-Workshops (ICAT), Hangzhou, Zhejiang, China.
	<i>10/2006</i>	A large-scale display system based on multi-projector [5], 2006 China-Ireland International Conference on Information and Communications Technologies (CICT), Hangzhou, Zhejiang, China.
Other Activities	<i>05/2010-06/2011</i>	President of the Association of Chinese Students and Scholars in Groningen (ACSSG).
Languages	Chinese (native). English (fluent).	

1. L. Yu, K. Efstathiou, P. Isenberg, and T. Isenberg. “Efficient Structure-Aware Selection Techniques for 3D Point Cloud Visualizations with 2DOF Input”. In: *IEEE Transactions on Visualization and Computer Graphics* 18.12 (2012), pp. 2245–2254. DOI: [10.1109/TVCG.2012.217](https://doi.org/10.1109/TVCG.2012.217).
2. L. Yu, P. Svetachov, P. Isenberg, M. H. Everts, and T. Isenberg. “FI3D: Direct-Touch Interaction for the Exploration of 3D Scientific Visualization Spaces”. In: *IEEE Transactions on Visualization and Computer Graphics* 16.6 (2010), pp. 1613–1622. DOI: [10.1109/TVCG.2010.157](https://doi.org/10.1109/TVCG.2010.157).
3. J. Ding, Y. Wang, and L. Yu. “Extraction of Human Body Skeleton Based on Silhouette Images”. In: *Education Technology and Computer Science, International Workshop on 1* (2010), pp. 71–74. DOI: [10.1109/ETCS.2010.241](https://doi.org/10.1109/ETCS.2010.241).
4. L. Yu, C. Yu, and Y. Wang. “Multi-Projector Seamless Display System Based on PC-Cluster”. In: *Proceedings of the 16th International Conference on Artificial Reality and Telexistence-Workshops. ICAT '06*. Washington, DC, USA: IEEE Computer Society, 2006, pp. 125–130. ISBN: 0-7695-2754-X. DOI: [10.1109/ICAT.2006.91](https://doi.org/10.1109/ICAT.2006.91).
5. L. Yu, C. Yu, and Y. Wang. “A large-scale display system based on multi-projector”. In: *2006 China-Ireland International Conference on Information and Communications Technologies*. 2006.

## Extended Abstracts and Posters

6. L. Yu and T. Isenberg. “Exploring One- and Two-Touch Interaction for 3D Scientific Visualization Spaces”. In: *Posters of Interactive Tabletops and Surfaces (ITS 2009, November 23–25, 2009, Banff, Alberta, Canada)*. Ed. by M. Ashdown and M. Hancock. Extended abstract and poster. 2009.
7. L. Yu and T. Isenberg. “Interactive Visualization of Cosmological Simulations”. In: *SIREN: Scientific ICT Research Event Netherlands (November 5, 2009, University of Twente, The Netherlands)*. Poster. 2009.

## Submitted

8. B. J. Ferdosi, L. Yu, H. Buddelmeijer, S. Trager, M. H. Wilkinson, T. Isenberg, and J. B. Roerdink. “Finding and Visualizing Relevant Subspaces for Clustering High-Dimensional Data Using Connected Morphological Operators”. Submitted.