

## Employment History

### Adobe, Seattle WA

Research lead / Senior Research Scientist, Adobe Research	2022 - present
Research Scientist 2, Adobe Research	2020 - 2022
Research Scientist, Adobe Research	2018 - 2020
Research Intern, Adobe Research	2017

### Disney, Cambridge MA

Research Intern, Disney Research	2015
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## Selected Awards

ACM UIST Best Paper Award (1% of all submission)	2022
Emmy Technical Award by the National Academy of Television Arts and Sciences	2020
Adobe MAX Sneaks Demo (10 accepted from 200+ Adobe-wide submissions)	2019, 2020
ACM UIST Best Paper Award (1% of all submission)	2017
Adobe Research Fellowship	2017
NVIDIA Graduate Fellowship Finalist	2017
HKUST Academic Achievement Medal	2013

## Product Impact & Tech Transfers

Project Blink – AI-powered video editing on the web, Adobe Labs Release	2022
Animate from Audio, Adobe Express	2022
Speech-Aware Animation, Adobe Character Animator	2020
Noise-Resilient Automatic Lipsync, Adobe Character Animator	2019
Physics-Aware 3D Shape Drop to Ground, Adobe Dimension	2019

## Academic History

<b>Columbia University</b>	2013 - 2018
Ph.D. in Computer Science	
<b>The Hong Kong University of Science and Technology (HKUST)</b>	2009 - 2013
B.Eng. in Computer Engineering, Honors Research Track	
<b>Eidgenössische Technische Hochschule Zürich (ETH Zurich)</b>	Spring 2012
Exchange student	

**Publications & Patents** – see my [homepage](#), [Google Scholar](#), or [DBLP](#).