CHARLES S. HAN

http://www.cs.columbia.edu/~charhan charhan@cs.columbia.edu Columbia University 500 W 120 St New York, NY 10027

RESEARCH INTERESTS

My research focuses on finding principled representations and efficient algorithms for computer graphics that operate well across a wide range of visual scales.

EDUCATION

Columbia University, New York, NY.

1/2009 - 6/2011

- · Ph.D. in Computer Science.
- · Doctoral thesis: Synthesis, Editing, and Rendering of Multiscale Textures.

Columbia University, New York, NY.

1/2006 - 12/2008

- · M.S. in Computer Science.
- · GPA: 3.84

Massachusetts Institute of Technology (MIT), Cambridge, MA.

9/2001 - 5/2005

- · B.S. in Computer Science and Engineering.
- · Major GPA: 4.8; Overall GPA: 4.7.

Publications

Optimizing Continuity in Multiscale Imagery. Charles Han and Hugues Hoppe. ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia 2010).

Synthesizing Structured Image Hybrids. Eric Risser, Charles Han, Rozenn Dahyot, Eitan Grinspun. ACM Transactions on Graphics (Proceedings of SIGGRAPH 2010).

Multiscale Texture Synthesis. Charles Han, Eric Risser, Ravi Ramamoorthi, Eitan Grinspun. ACM Transactions on Graphics (Proceedings of SIGGRAPH 2008).

Frequency Domain Normal Map Filtering. Charles Han, Bo Sun, Ravi Ramamoorthi, Eitan Grinspun. ACM Transactions on Graphics (Proceedings of SIGGRAPH 2007).

RESEARCH EXPERIENCE

Columbia Computer Graphics Group, New York, NY.

1/2006 – present

Graduate Researcher — Co-advised by Profs. Eitan Grinspun and Ravi Ramamoorthi.

Microsoft Research, Redmond, WA.

6/2009 - 8/2009

Intern — Worked with Dr. Hugues Hoppe and Matt Uyttendaele. To develop new methods for interscale image interpolation.

MIT Computer Graphics Group, Cambridge, MA.

1/2004 - 5/2005

Undergraduate Researcher — Worked with Prof. Jovan Popović on projects in spatial deformation and compatible triangulations.

Professional Experience

Weta Digital, Wellington, New Zealand.

2/2009 - 5/2009

Intern — Collaborated with developers and artists in researching tools and methods for interactive multiscale texture design.

Advanced Micro Devices (AMD), Marlborough, MA.

6/2008 - 8/2008

Co-op — Developed a GPU implementation for real-time multiscale texture synthesis.

Canon Development Americas, Irvine, CA.

2002, 2003

Software Engineering Intern — Designed and implemented systems for: print stream translation on embedded devices; automated generation and delivery of business documents; and improvement of network administration tools.

ShoeImage.com, United Kingdom.

2000

Web Developer — Constructed and maintained online storefront and product database.

Awards and Microsoft Research Fellowship (2010-11)

Honors ATI Fellowship (2008-09)

MIT Emerson Music Scholarship (2001-02, 2003-04)

National Merit Scholarship (2001)

PEER REVIEW ACM SIGGRAPH Papers (2011, 2010, 2008)

Service ACM Transactions on Graphics (2011, 2010, 2009)

Eurographics Conference (2011, 2010) ACM SIGGRAPH Asia Papers (2010)

IEEE Transactions on Pattern Analysis and Machine Intelligence (2010, 2009)

IEEE Computer Graphics and Applications (2010)

Computer Graphics Forum (2009) ACM SIGGRAPH Sketches (2007)

OTHER Teaching Assistant (2009) — Columbia University COMS4160, Computer Graphics.

EXPERIENCE Pirate (2005-06) — Appeared in Pirates of the Caribbean: At World's End.

Departmental Tutor (2002) — MIT 6.001, Structure and Interpretation of Computer Programs.

ACTIVITIES Poker (Winner, 2009 North Island Poker Championship, Auckland, NZ). Cello (Principal cellist,

MIT Symphony Orchestra). Phi Kappa Theta fraternity (Vice President; Recruitment Chair).

References Available upon request.