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About me

I am currently a postdoctoral researcher at Ecole Polytechnique. I received my Ph.D. degree in computer science from Zhejiang University in 2020, supervised by Prof. Jin Huang. My research interest lies in both physically based simulation and geometry processing, especially on multiscale analysis, efficient algorithms for PDE solving and their vast applications.

Education

Xidian University

Xi'an, China

Bachelor of Software Engineering

2010 - 2014

• Thesis title: Geometric Deformation of Elastic Shells and Deformable Bodies

Zhejiang University

Hangzhou, China

Ph.D. in Computer Science

2014 - 2020

• Thesis title: Numerical Homogeneization for Heterogeneous Elasticity Simulation

Work Experience

Postdoctoral Researcher

Sep 2022 – Present

Ecole Polytechnique, IP Paris

Palaiseau, France

• Working with Prof. Marie-Paule Cani on real-time simulation.

ATER Postdoctoral Fellow

Sep 2021 – Aug 2022

Telecom Paris, IP Paris

Palaiseau, France

• Worked with Prof. Kiwon Um on learning-based fluid simulation.

Postdoctoral Fellow

May 2021 - Aug 2021

Inria Saclay

Palaiseau, France

• Worked with Prof. Mathieu Desbrun on numerical homogenization.

Research Assistant

Oct 2020 - Apr 2021

Zhejiang University

Hangzhou, China

• Worked with Prof. Jin Huang on surface reconstruction and nonlinear optimization.

Research Visits

Visiting Student

Nov 2018 - Mar 2019

Caltech

Pasadena, CA, USA

· Worked with Prof. Mathieu Desbrun and Prof. Houman Owhadi on wavelet-based homogenization and r-adaptive methods.

Research Assistant

Mar 2016 - May 2016

The Chinese University of Hong Kong

Shatin, Hongkong

• Worked with Prof. Hanqiu Sun on cloth animation.

Preprints and Publications

- Fast GPU-Based Two-Way Continuous Collision Handling
 Tianyu Wang, Jiong Chen, Dongping Li, Xiaowei Liu, Huamin Wang, Kun Zhou
 (ACM Transactions on Graphics, 2023)
- Somigliana Coordinates: An Elasticity-derived Approach for Cage Deformation Jiong Chen, Fernando de Goes, Mathieu Desbrun SIGGRAPH 2023 Conference Proceedings
- Robust Pointset Denoising of Piecewise-Smooth Surfaces through Line Processes
 Jiayi Wei, Jiong Chen, Pooran Memari, Damien Rohmer, Mathieu Desbrun
 Computer Graphics Forum (Eurographics 2023)
- 3D Mesh Cutting for High Quality Atlas Packing
 Shiyi Wang, Jiong Chen, Xifeng Gao, Hujun Bao, Jin Huang
 Computer Aided Geometric Design, 2022
- Go Green: General Regularized Green's Functions for Elasticity
 <u>Jiong Chen</u>, Mathieu Desbrun
 SIGGRAPH 2022 Conference Proceedings
- Multiscale Cholesky Preconditioning for Ill-conditioned Problems Jiong Chen, Florian Schäfer, Jin Huang, Mathieu Desbrun ACM Transactions on Graphics (SIGGRAPH 2021)
- Cosserat Rod with rh-Adaptive Discretization
 Jiahao Wen, Jiong Chen, Nobuyuki Umetani, Hujun Bao, Jin Huang
 Computer Graphics Forum (Pacific Graphics 2020)
- Material-adapted Refinable Basis Functions for Elasticity Simulation
 Jiong Chen, Max Budninskiy, Houman Owhadi, Hujun Bao, Jin Huang, Mathieu Desbrun
 ACM Transactions on Graphics (SIGGRAPH ASIA 2019)
- Numerical Coarsening using Discontinuous Shape Functions
 Jiong Chen, Hujun Bao, Tianyu Wang, Mathieu Desbrun, Jin Huang
 ACM Transactions on Graphics (SIGGRAPH 2018)
- Cloth Compression using Local Cylindrical Coordinates

 Jiong Chen, Yicun Zheng, Ying Song, Hanqiu Sun, Hujun Bao, Jin Huang

 The Visual Computer (CGI 2017)

Professional activities

• Reviewer: SIGGRAPH, SIGGRAPH Asia, Eurographics, CGF, TVCG

Teaching

• Teaching assistant: IGR 201a, IGR 202, IG3DA 2021-2022 @ Telecom Paris

Award

- First Place Best Paper Award
 Journées Françaises d'Informatique Graphique, 2022
- National Scholarship
 Ministry of Education of the People's Republic of China, 2018
- Outstanding Graduate Student Award Xidian University, 2014

Skills

Computer Languages: C/C++, Python, Mathematica, Matlab **Languages**: Chinese (native), English (fluent)