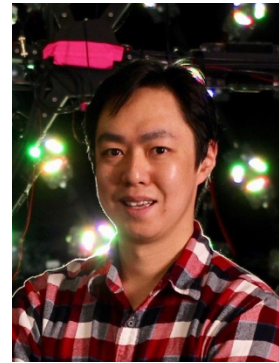


Title: **Graphics Career in Academia / Visual Effects / FAANG**

Speaker: Wan-Chun Alex Ma
Professor
Google in Los Angeles



Abstract:

In the past 10 years I had few opportunities working in various environments for computer graphics related positions. From early on being a postdoctoral research associate and visiting scholar at University of Southern California and ETH Zurich respectively, to developing cutting edge facial animation pipeline at Weta Digital and Activision, and finally engaging product development that can affect millions of users at one of the best software engineering companies: Google. I will discuss these various employers in different industries from my experience and provide suggestions on how you can prepare for your career.

Biography:

Wan-Chun Alex Ma is a software engineer at Google AR/VR and serves as one of the Tech Leads for new AR Realism features of ARCore, Google's software development kit for augmented reality. Prior to Google he was at Activision as a senior research engineer and a visiting scholar at ETH Zurich. He was also a research scientist at Weta Digital where his work on facial performance capture contributed to many recent motion pictures including the Hobbit trilogy, Iron Man 3, the reboot Planet of the Apes series, Furious 7, and BFG. His researches have been published in top tier graphics conferences including SIGGRAPH, SIGGRAPH Asia, Eurographics, EGSR, SGP and I3D, in research areas such as facial animation, performance capture, photogrammetry, image-based modeling and rendering, geometry processing and machine learning. Ma received the Academy Award for Technical Achievement in 2019 for his work on Polarized Spherical Gradient Illumination facial appearance capture system used in creating photoreal digital actors. He received his Ph.D. from National Taiwan University in 2008. He is a member of ACM SIGGRAPH and Visual Effects Society.