

Qixin Deng

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Education

University of Houston	GPA4.0	Computer Science	Ph.D	01/2018 – 05/2023
Purdue University	GPA3.7	Electrical & Computer Engineering	M.S.	08/2015 – 05/2017
ZhengZhou University	GPA3.8	Electronics Information Engineering	B.S.	08/2010 – 05/2014

Research Direction & Interest

Computer Graphics, Animation, Computer Vision, Deep Learning (AI), 3D Face Reconstruction&Modeling, Avatar Mediated Human Body Animation, Virtual Reality, Human Computer Interaction.

Work Experience

○ Tenure Track Position in Math & Computer Science Department at Wabash College

Byron K. Trippet Assistant Professor,

Crawfordsville, IN, 07/2023 – present

- A 3-course per semester load, focusing on both introductory and advanced topics in computer science or related fields. Courses may also include college-wide offerings, such as Freshman Tutorials.
- Leading undergraduate research projects and receiving pre-tenure research support, including mentoring a diverse student body.
- Engaging in departmental and college-wide activities, supporting first-generation and underrepresented students, and contributing to the college's broader liberal arts mission.

○ Research&Development Intern at SEED Lab, Electronic Arts

Software Engineer Intern,

Austin, TX, 05/2022 – 08/2022

- Developed and implemented a flask based front-end, k8s based back-end web API using JavaScript with HTML5 and Vue.js framework for users to upload and reconstruct face model from single in-the-wild image.
- Built dockers to hold web server and deep-learning model for distributing deployment.
- Multiple functions were implemented, such as deep-learning model selection, images upload, results download, results rendering and data deletion.
- Developed a pipeline using Wrap3D which aimed to do pre-alignment and non-rigid registration between our 3D model result and other face Rig(ex. EA FaceRig).

Teaching Experience

FRC101 – Enduring Questions	<i>Professor, Wabash College</i>
CSC111 – Intro to Computer Programming	<i>Professor, Wabash College</i>
CSC211 – Intro to Data Structures	<i>Professor, Wabash College</i>
CSC241 – Intro to Computer Organization	<i>Professor, Wabash College</i>
CSC242 – Theory of Programming Languages	<i>Professor, Wabash College</i>
CSC271 – Intro to Computer Graphics	<i>Professor, Wabash College</i>
CSC361 – Database System Design	<i>Professor, Wabash College</i>
CSC362 – Operating Systems	<i>Professor, Wabash College</i>
CSC-388 – Independent Study	<i>Professor, Wabash College</i>
CSC400 – Senior Capstone	<i>Professor, Wabash College</i>
COSC4370 – Interactive Computer Graphics	<i>Teaching Assistant, University of Houston</i>
COSC6372 – Computer Graphics	<i>Teaching Assistant, University of Houston</i>

Honors&Awards

Outstanding Dissertation Award	Computer Science at University of Houston	2023
PhD Showcase-People's Choice Runner Up	Computer Science at University of Houston	2022
PhD Showcase-Judge's Choice Honorable Mention	Computer Science at University of Houston	2022
Outstanding PhD Student Award	Computer Science at University of Houston	2022
Presidential Fellowship	Computer Science at University of Houston	2018
Outstanding Undergraduate Student	Education Department of Henan Province,China	2014
National Scholarship	Ministry of Education of China	2012

Publications

- [1] D. T. A. Le, D. Á. Köller, **Q. Deng**[†], and R. Molontay[†], "MemeMatch: A Large-Scale Dual-Context Multimodal Dataset and Retrieval System for Internet Memes," *International AAAI Conference on Web and Social Media (ICWSM)*, 2026.
- [2] L. Si, **Q. Deng**, A. Jin, and G. Chen, "Structure-Informed Hex-dominant Mesh Simplification," *IEEE Transactions on Visualization and Computer Graphics*, 2026.
- [3] X. Zhou, **Q. Deng**, A. Jin, and H. Gohel, "Scalable Graph-Based Detection of Fraud Rings in Large-Scale Networks," *2026 IEEE 5th International Conference on AI in Cybersecurity (ICAIC)*, pp. 1–9, 2026.
- [4] C. Faughnan, X. Zhou, A. Jin, H. Gohel, and **Q. Deng**, "Lanyard Policy Tracker: A Secure, Privacy-Aware Student Compliance System for K–12 Environments," *2026 IEEE 5th International Conference on AI in Cybersecurity (ICAIC)*, pp. 1–8, 2026.
- [5] A. Jin, **Q. Deng**, L. Si, and Z. Deng, "Robust Differentiable Sketch Rendering for Single-View 3D Reconstruction," *Computer Graphics Forum*, e70297, 2025.
- [6] K. Wang, A. Jin, H. Guo, Y. Wan, **Q. Deng**, W. Chu, M. Raval, and H. Gohel, "Low Field MRI Image Synthesis," *2025 IEEE 4th International Conference on AI in Cybersecurity (ICAIC)*, pp. 1–7, 2025.
- [7] G. Powers, A. Jin, A. B. Tonmoy, H. Cao, H. Gohel, and **Q. Deng**, "Advanced Facial Emotion Classification with 135 Classes for Enhanced Cybersecurity Applications," *2025 IEEE 4th International Conference on AI in Cybersecurity (ICAIC)*, pp. 1–8, 2025.
- [8] T. Wang, Q. Fu, M. Wang, H. Bi, **Q. Deng**, and Z. Deng, "Dense Crowd Motion Prediction through Density and Trend Maps," *Proceedings of Pacific Graphics (PG) 2024*, Huangshan, China, Oct. 13–16, 2024.
- [9] **Q. Deng**, A. Jin, B. H. Le, and Z. Deng, "End to End 3D Face Reconstruction with Expressions and Specular Albedos from Single In-the-Wild Images," *Proceedings of ACM International Conference on Multimedia (MM)*, 2022.
- [10] **Q. Deng**, L. Ma, A. Jin, H. Bi, B. H. Le, and Z. Deng, "Plausible 3D Face Wrinkle Generation Using Variational Autoencoders," *IEEE Transactions on Visualization and Computer Graphics*, vol. 28, no. 9, pp. 3113–3125, 2021.
- [11] A. Jin, **Q. Deng**, and Z. Deng, "S2M-Net: Speech Driven Three-party Conversational Motion Synthesis Networks," *Proceedings of ACM SIGGRAPH Symposium on Motion, Interaction, and Games (MIG)*, Guanajuato, Mexico, Nov. 2022.
- [12] A. Jin*, **Q. Deng***, and Z. Deng, "A Live Speech Driven Avatar-mediated Three-party Telepresence System: Design and Evaluation," *PRESENCE: Virtual and Augmented Reality*, MIT Press, 2022.
- [13] A. Jin, **Q. Deng**, Y. Zhang, and Z. Deng, "A Deep Learning-Based Model for Head and Eye Motion Generation in Three-party Conversations," *Proceedings of the ACM on Computer Graphics and Interactive Techniques*, Special Issue for ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA), vol. 2, no. 2, Article 9, pp. 9:1–9:19, July 2019.
- [14] D. B. Zhou, J. C. Deng, G. H. Wang, and **Q. Deng**, "Analysis and Improvement in Color-Based Target Recognition Algorithm of Robot," *Advanced Materials Research*, vol. 655, pp. 1043–1047, 2013.

Internal & External Funding

Community Partnership Grant	Wabash College	\$1,500	2025
Community Engagement Using High Impact Practices Grant	Community-Engaged Alliance	\$4,000	2025
Restoring Hope, Restoring Trust Pedagogy Fellow (RHRT)	Wabash College	\$7,000	2025
Anne Korb Shane and David N.Shane Professorship	Wabash College	\$15,000	2023

Paper Review

[1] IEEE Transactions on Visualization and Computer Graphics (TVCG)
[2] Pacific Graphics (PG)
[3] EuroGraphics (EG)
[4] Computer Graphics International (CGI)
[5] ACM Symposium on Virtual Reality Software and Technology (VRST)
[6] Computer Animation and Virtual Worlds (CAVW)