



Kuan Wang  
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# Kuan Wang

## Researcher, Author and Engineer

**About me** Kuan Wang is currently a Master student of Computer Graphics at University of Pennsylvania. He received his Bachelor's degree of Science with High Honor, specified in AI track, from University of Rochester in 2015. Kuan's research interests spans most of the topics under Artificial Intelligence and their applications. Since July 2016, He has (co-)authored 4 academic works (1 journal, 2 proceedings, 1 conference poster).

## Publications

### Identifying Virtual Episodes Based on Character Animation Traces

**Kuan Wang, Norman I. Badler**

The 9th ACM SIGGRAPH International Conference on Motion in Games (MIG), in conjunction with AIIDE 2016, San Francisco, California, October 2016.

### An Environment for Transforming Game Character Animations Based on Nationality and Profession Personality Stereotypes

**Funda Durupinar, Kuan Wang, Ani Nenkova, Norman I. Badler**

The 12th AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE), in conjunction with MIG 2016, San Francisco, California, October 2016.

### Detecting Visually Observable Disease Symptoms from Faces

**Kuan Wang, Jiebo Luo**

EURASIP Journal on Bioinformatics and Systems Biology, 2016(1), 1-8. DOI= 10.1186/s13637-016-0048-7.

Images for multiple symptoms, University of Rochester. Available from <http://tinyurl.com/h77ty86>.

The 1st International Workshop on Biomedical Informatics with Optimization and Machine Learning (BOOM), in conjunction with IJCAI 2016, New York City, New York, July 2016.

## Education

### 2011 - 2015, University of Rochester

Bachelor of Science in Computer Science, with High Honor Dean's List, 4 out of 8 semesters; Merit Based Scholarship

### 2016 - 2017, University of Pennsylvania

Master of Science in Computer Graphics and Game Technology

## Recent Awards

### Best Paper Runner-up Award

Sponsored by Microsoft Research

in the 1st International Workshop on Biomedical Informatics with Optimization and Machine Learning (BOOM), in conjunction with IJCAI.

With VISTa Research.

## Skills

### Platforms

- Unity3D
- Maya
- Visual Studio
- Eclipse
- QT
- WebGL

### Programming Languages

- C++
- Java
- C#
- Matlab
- Python
- Lisp
- R
- JavaScript
- Prolog

## Teaching Experiences

### Teaching Assistant of Discrete Mathematics

University of Rochester, Fall 2012

for Prof. Paul A. Fili

### Lab Teaching Assistant of Java Programming

University of Rochester, Spring 2013

### Teaching Assistant of Linear Algebra With Differential Equations

University of Rochester, Spring 2013

### Teaching Assistant of Web Programming

University of Rochester, Fall 2014

for Prof. Philip J.Guo

### Teaching Assistant of Computation and Formal Systems

University of Rochester, Fall 2014

for Prof. Christopher M.Brown

## Keyword Metrics

### General Research Interests

- Computer Vision
- Machine Learning
- Computer Graphics
- Game
- AI

### Publication Keywords

- Human Simulation
- NPC Creation
- Motion Control
- Clinical Informatics
- Imbalanced Dataset
- Authoring Tool
- Storytelling
- Animation Analysis
- Intelligent Agent