

Assistant Professor FANG, XIAONAN

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Academic Qualification

Ph.D. in Computer Science and Technology, Tsinghua University, 2023
B.S. in Computer Science and Technology, Tsinghua University, 2018

Teaching Area

C++ programming, digital logic, software quality, and deep learning

Research Area

Visual computing and computer graphics

Working Experience

2023 - present, Assistant Professor, Faculty of Information Technology, Macau University of Science and Technology, Macau, China

Academic Publication (selected)

Fang, X., & Zhang, S. H. (2024) Single-Video Temporal Consistency Enhancement With Rolling Guidance. *Computational Visual Media 2024* (accepted).
Fang, X., & Zhang, S. H. (2023). Learning local contrast for crisp edge detection. *Journal of Computer Science and Technology*, 38(3), 554-566.
Fang, X., Zhang, S. H., Chen, T., Wu, X., Shamir, A., & Hu, S. M. (2022). User-guided deep human image matting using arbitrary trimaps. *IEEE Transactions on Image Processing*, 31, 2040-2049.
Chen, Z., Fang, X., & Zhang, S. H. (2022). Local Homography Estimation on User-Specified Textureless Regions. *Journal of Computer Science and Technology*, 37(3), 615-625.
Wu, X., Fang, X., Chen, T., Zhang, F. L. (2020). JMNet: A joint matting network for automatic human matting. *Computational Visual Media*, 6, 215-224.
Wang, M., Fang, X., Yang, G. W., Shamir, A., & Hu, S. M. (2020). Prominent structures for video analysis and editing. *IEEE Transactions on Visualization and Computer Graphics*, 27(7), 3305-3315.
Fang, X., Wang, M., Shamir, A., & Hu, S. M. (2019, October). Learning explicit smoothing kernels for joint image filtering. In *Computer Graphics Forum* (Vol. 38, No. 7, pp. 181-190).
Huang, H., Fang, X., Ye, Y., Zhang, S. H., Rosin, P. (2017). Practical automatic background substitution for live video. *Computational Visual Media*, 3, 273-284.

Professional Society Membership

Member, China Computer Federation (CCF).
Member, Asia Graphics Association (AG).