

# YING (BRIDGET) JIANG

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## EDUCATION

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**University of California Los Angeles, Los Angeles**

*Dec 2022 - Present*

Postdoc in Mathematics.

- Advisor: Prof. Chenfanfu Jiang

**The University of Hong Kong, Hong Kong**

*Nov, 2018 - Sep, 2024*

Ph.D. in Data and Systems Engineering.

- Advisor: Prof. Henry Y.K Lau and Prof. N. Xi

**Northeastern University, China**

*Sep 2014 - Jun, 2018*

B.E. in Computer Science & Technology, Rank: 1/259, GPA: 4.2/5

## PUBLICATION

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**PhysMotion: Physics-Grounded Dynamics From a Single Image. (Preprint)**

Xiyang Tan\*, **Ying Jiang\***, Xuan Li\*, Zeshun Zong, Tianyi Xie, Yin Yang, Chenfanfu Jiang

**GarmentDreamer: 3DGS Guided Garment Synthesis with Diverse Geometry and Texture Details. (3DV'25)**

Boqian Li\*, Xuan Li\*, **Ying Jiang\***, Tianyi Xie, Feng Gao, Huamin Wang, Yin Yang, Chenfanfu Jiang.

**Gaussian splashing: Dynamic fluid synthesis with gaussian splatting. (Preprint)**

Yutao Feng\*, Xiang Feng\*, Yintong Shang, **Ying Jiang**, Chang Yu, Zeshun Zong, Tianjia Shao, Hongzhi Wu, Kun Zhou, Chenfanfu Jiang, Yin Yang.

**Embedded IPC: Fast and Intersection-free Simulation in Reduced Subspace for Robot Manipulation.(Preprint)**

Wenxin Du\*, Chang Yu\*, Siyu Ma, **Ying Jiang**, Zeshun Zong, Yin Yang, Joe Masterjohn, Alejandro Castro, Xuchen Han, Chenfanfu Jiang

**Region-Aware Color Smudging (TVCG '24)**

**Ying Jiang**, Pengfei Xu, Hongbo Fu, Henry Lau, Wenping Wang

**VR-GS: A Physical Dynamics-Aware Interactive Gaussian Splatting System in Virtual Reality (Siggraph '24)**

**Ying Jiang\***, Chang Yu\*, Tianyi Xie\*, Xuan Li\*, Yutao Feng, Huamin Wang, Minchen Li, Henry Lau, Feng Gao, Yin Yang, Chenfanfu Jiang

**HandPainter - 3D Sketching in VR with Hand-based Physical Proxy (CHI '21)**

**Ying Jiang**, Congyi Zhang, Hongbo Fu, Alberto Cannavò, Fabrizio Lamberti, Henry Y K Lau, Wenping Wang

**An Automatic 3D Scene Generation Pipeline based on a Single 2D Image (AVR '21)**

Alberto Cannavò, Christian Bardella, Lorenzo Semeraro, Federico De Lorenzis, Congyi Zhang, **Ying Jiang**, Fabrizio Lamberti

## TECHNICAL SKILLS

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**Programming Language:** C++, C#, Python, C, R, CSS, Java, Matlab, HTML

**Game Engine:** Unity, Unreal