Di Chang

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Education

University of Southern California — Los Angeles, California, USA
Doctor of Philosophy in Computer Science — *Aug. 2022 – Present*

Technical University of Munich — Munich, Bayern, Germany
Bachelor of Science in Informatics — *Sep. 2021 – Jul. 2022*
- cGPA: 1.2/1.0

Dalian University of Technology — Dalian, Liaoning, China
Bachelor of Engineering in Electronic Information Engineering — *Sep.2018 – Jun. 2021*
- cGPA: 3.93/4.0

Publications

RC-MVSNet: Unsupervised Multi-View Stereo with Neural Rendering — ECCV
***Di Chang**, Aljaž Božič, Tong Zhang, Qingsong Yan, Yingcong Chen, Sabine Süsstrunk, Matthias Nießner* — *2022*

Generalized Binary Search Network for Highly-Efficient Multi-View Stereo — CVPR
*Zhenxing Mi, **Di Chang**, Dan Xu* — *2022*

Experience

Research Intern(Remote Collaboration) — Jun. 2022 – Present
Wang's Group, UCSD — *Mentor: Professor Xiaolong Wang*
- Researching on 3D Vision, specifically Video Synthesis with Diffusion Models

Summer@EPFL Program — Jun. 2022 – Aug. 2022
Funded by IVRL, École Polytechnique Fédérale de Lausanne *Mentor: Professor Sabine Süsstrunk and Dr. Tong Zhang*
- Researching on 3D Vision, specifically Video Synthesis with Diffusion Models

Guided Research — Mar. 2021 – Jun. 2022
3D AI Group, TUM — *Mentor: Professor Angela Dai*
- Researched on 3D Vision, specifically Single-View Category-level NeRF

Guided Research — Sep. 2021 – Mar. 2022
Visual Computing and 3D AI Group, TUM *Mentor: Professor Matthias Niessner and M.Sc Aljaž Božič*
- Researched on 3D Vision, specifically Unsupervised Multi-View Geometry

Undergraduate Research Intern — Mar. 2021 – Sep. 2021
Multimedia Lab, The Hong Kong University of Science and Technology — *Mentor: Professor Dan Xu*
- Researched on 3D Vision, specifically Multi-View Stereo

Academic Service

ECCV 2022 — Conference Reviewer
NeurIPS 2022 — Conference Reviewer

Teaching

CSCI 103L Introduction to Programming — USC
Teaching Assistant — *2022 Fall*

Selected Courses

Introduction to Deep Learning(TUM) **Deep Learning for 3D Perception(TUM)**
3D Scanning and Spatial Learning(TUM) **3D Graphics and Rendering(USC)**

Skills

Programming Languages: Python, MATLAB, C++
Frameworks: PyTorch, Keras, mmdetection