CHANGYANG LI

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Department of Computer Science, George Mason University

Fairfax, VA 22030

EDUCATION

George Mason University — Aug.2019 - Now

PhD in Computer Science — *Fairfax, VA*

Advisor: Lap-Fai Yu

University of Virginia — Aug.2017 - May.2019

MCS in Computer Science — *Charlottesville, VA*

Beijing Institute of Technology — Sep.2013 - Jul.2017

BS in Computer Science and Technology — *Beijing, China*

PUBLICATIONS

Synthesizing Scene-Aware Virtual Reality Teleport Graphs

Changyang Li, Haikun Huang, Jyh-Ming Lien, Lap-Fai Yu

· ACM Transactions on Graphics (Proceeding of SIGGRAPH Asia 2021)

A Review on Virtual Reality Skill Training Applications

Biao Xie, Huimin Liu, Rawan Alghofaili, Yongqi Zhang, Yeling Jiang, Flavio Destri Lobo, Changyang Li, Wanwan Li, Haikun Huang, Mesut Akdere, Christos Mousas, Lap-Fai Yu

· Frontiers in Virtual Reality 2021

Learning Virtual Grasp with Failed Demonstrations via Bayesian Inverse Reinforcement Learning

Xu Xie*, Changyang Li*, Chi Zhang, Yixin Zhu, Song-Chun Zhu

· IEEE International Conference on Intelligent Robots and Systems (IROS) 2019

Earthquake Safety Training through Virtual Drills

Changyang Li, Wei Liang, Chris Quigley, Yibiao Zhao, Lap-Fai Yu

· IEEE Transactions on Visualization and Computer Graphics(Special Issue on IEEE VR 2017)

Joint Labelling and Segmentation for 3D Scanned Human Body

Hanqing Wang, Changyang Li, Zikai Gao, Wei Liang

· SIGGRAPH ASIA 2016 Workshop : Virtual Reality meets Physical Reality

RESEARCH EXPERIENCES

Graduate research assistant — Aug.2019 - Now

Design Computing and Extended Reality (DCXR) Group, George Mason University

· Supervised by Prof. Lap-Fai Yu

Summer research intern — May.2018 - Aug.2018

Center for Vision, Cognition, Learning, and Autonomy, University of California, Los Angeles

· Supervised by Prof. Song-Chun Zhu

Undergraduate researcher   Jul.2015 - Aug.2017
Media Computing and Intelligent System Lab, Beijing Institute of Technology

· Supervised by Prof. Wei Liang

Summer research intern   Jul.2016 - Aug.2016
Graphics and Virtual Environments Lab, University of Massachusetts Boston

· Supervised by Prof. Lap-Fai Yu

OTHER EXPERIENCES

Conference Paper Reviewer
· IEEE Virtual Reality conference 2019
· IEEE Virtual Reality conference 2018

Teaching Assistant
· CS 4630 - Defense Against the Dark Arts, University of Virginia, Fall 2018
· CS 2150 - Program and Data Representation, University of Virginia, Fall 2018
· CS 4710 - Artificial Intelligence, University of Virginia, Spring 2018

ACM-ICPC
· School ACM-ICPC Team, School of Computer Science and Technology, Beijing Institute of Technology

SKILLS

Programming Languages	C, C++, C#, Python, Java
Deep Learning Frameworks	Pytorch, Keras, Tensorflow
VR/AR Devices	Oculus Rift, Oculus Quest, HTC Vive, Microsoft Hololens
Game Engines	Unity 3D, Unreal Engine 4