CHANGYANG LI

changyangli10@gmail.com
Department of Computer Science, University of Virginia
Charlottesville, VA 22903

EDUCATION

Beijing Institute of Technology Sep.2013 - Jul.2017
B.S. in Computer Science and Technology *Beijing, China*

University of Virginia Aug.2017 - Dec.2018(Expected)
M.S. in Computer Science *Charlottesville, VA*

EXPERIENCE

Media Computing and Intelligent System Lab Jul.2015 - Present
Beijing Institute of Technology

· Work on several Computer Vision Meets Cognition, Graphics and Virtual Reality projects

Graphics and Virtual Environments Lab Jul.2016 - Aug.2016
University of Massachusetts Boston *Visitor*

· Worked on the paper *Earthquake Safety Training through Virtual Drills*

ACM-ICPC school team May.2014 - Jun.2015
School of Computer Science and Technology, Beijing Institute of Technology

· Studied algorithms and data structures

PUBLICATIONS

Earthquake Safety Training through Virtual Drills Sep.2016
Changyang Li, *Wei Liang, Chris Quigley, Yibiao Zhao, Lap-Fai Yu*
IEEE Transactions on Visualization and Computer Graphics(Special Issue on IEEE VR 2017)

· Introduced VR devices to provide an immersive virtual reality earthquake safety training approach
· Made use of virtual environments realistically populated with furniture objects for training

Joint Labelling and Segmentation for 3D Scanned Human Body Jul.2016
Hanqing Wang, ***Changyang Li****, Zikai Gao, Wei Liang*
SIGGRAPH ASIA 2016 Workshop : Virtual Reality meets Physical Reality

· Presented an approach to perform 3D human body labelling and segmentation jointly
· Formulated the labelling and segmentation of 3D Mesh as an energy function optimization problem

TECHNICAL STRENGTHS

Programming languages C, C++, C#, JAVA; Matlab; LaTeX
Game Engine Unity 3D, Unreal engine 4