Changyang Li

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Education

George Mason University *2019 - Current*
PhD in Computer Science
Advisor: Lap-Fai (Craig) Yu

University of Virginia *2017 - 2019*
MS in Computer Science

Beijing Institute of Technology *2013 - 2017*
BS in Computer Science

Experience

Design Computing and Extended Reality (DCXR) Group *Aug 2019 - Current*
Graduate Research Assistant; Awarded the Presidential Scholarship
Mentor: Lap-Fai (Craig) Yu

Center for Vision, Cognition, Learning, and Autonomy *May 2018 - Aug 2018*
Research Intern
Mentor: Song-Chun Zhu

Media Computing and Intelligent System Lab *July 2015 - Aug 2017*
Undergraduate Research Assistant
Mentor: Wei Liang

Publications

Dragon's Path: Synthesizing User-Centered Flying Creature Animation Paths for Outdoor Augmented Reality Experiences
Minyoung Kim, Rawan Alghofaili, **Changyang Li**, Lap-Fai Yu
SIGGRAPH 2024 Conference Papers

Generating Activity Snippets by Learning Human-Scene Interactions
Changyang Li, Lap-Fai Yu
ACM Transactions on Graphics (Proceeding of SIGGRAPH 2023)

Location-Aware Adaptation of Augmented Reality Narratives
Wanwan Li*, **Changyang Li***, Minyoung Kim, Haikun Huang, Lap-Fai Yu
Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems

Optimizing Product Placement for Virtual Stores
Wei Liang, Luhui Wang, Xinzhe Yu, **Changyang Li**, Rawan Alghofaili, Yining Lang, Lap-Fai Yu
2023 IEEE Conference on Virtual Reality and 3D User Interfaces (VR)

Establishing Design Computing and Extended Reality Facilities for Remote Virtual Reality Training
Lap-Fai Yu, **Changyang Li**, Yongqi Zhang, Rawan Alghofaili, Haikun Huang, Liuchuan Yu, Huimin Yu, Minsoo Choi, Brenda Bannan, Christos Mousas
2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)

Interactive Augmented Reality Storytelling Guided by Scene Semantics
Changyang Li, Wanwan Li, Haikun Huang, Lap-Fai Yu
ACM Transactions on Graphics (Proceeding of SIGGRAPH 2022)

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

2019 IEEE/RSJ 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 Virtual Reality meets Physical Reality: Modelling and Simulating Virtual Humans and Environments

Academic Services

Conference Paper Reviewer

- SIGGRAPH 2023, 2024; SIGGRAPH Asia 2023
- CHI 2024; UIST 2023
- Pacific Graphics 2023
- IEEE VR 2018, 2019

Journal Paper Reviewer

- ACM Transactions on Graphics 2023, 2024
- Computer Graphics Forum 2022, 2023

Skills

Programming	Python, C/C++/C#, HTML/CSS, Swift
Deep Learning	Pytorch, Keras, Tensorflow
ML/CV/CG	Numpy, Scikit-learn, SciPy, OpenCV, OpenGL, Matlab
AR/VR	ARCore, ARKit, RealityKit, Oculus Quest, Microsoft Hololens, HTC Vive
Game Engine	Unity 3D, Unreal Engine

References available upon request.