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
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 ────────────────────────────────

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.