

CHANGYANG LI

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Department of Computer Science, University of Virginia
Charlottesville, VA 22903

EDUCATION

Beijing Institute of Technology <i>B.S. in Computer Science and Technology</i>	Sep.2013 - Jul.2017 <i>Beijing, China</i>
University of Virginia <i>M.S. in Computer Science</i>	Aug.2017 - Dec.2018(Expected) <i>Charlottesville, VA</i>

EXPERIENCE

Teaching Assistant <i>University of Virginia</i>	Feb.2018 - May.2018
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- Work as the teaching assistant for CS 4710 Artificial Intelligence

IEEE Virtual Reality 2018 Paper Reviewer	Oct.2017
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- Participated in the review of one submission to IEEE Conference on Virtual Reality 2018

Media Computing and Intelligent System Lab <i>Beijing Institute of Technology</i>	Jul.2015 - Aug.2017
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- Worked on a few Computer Vision, Graphics, Virtual Reality and Cognitive Science projects

Graphics and Virtual Environments Lab <i>University of Massachusetts Boston</i>	Jul.2016 - Aug.2016 <i>Summer Research</i>
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- Worked on the paper *Earthquake Safety Training through Virtual Drills*

ACM-ICPC school team <i>School of Computer Science and Technology, Beijing Institute of Technology</i>	May.2014 - Jun.2015
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- ACM International Collegiate Programming Contest

PUBLICATIONS

Earthquake Safety Training through Virtual Drills	Sep.2016
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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
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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#, Python, JAVA; Matlab; LaTeX
Deep learning frameworks	Pytorch, Keras, Tensorflow
Game Engines	Unity 3D, Unreal engine 4