# CHANGYANG LI

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School of Computer Science and Technology, Beijing Institute of Technology
Haidian District, Beijing, China

## EDUCATION

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

## 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

## SUMMARY OF RESEARCH

**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

**Evaluating Human Cognition of Transferring Liquid by Physical Simulation** Feb.2017
***Changyang Li**, Haikun Huang, Yibiao Zhao, Wei Liang, Lap-Fai Yu*
*Under review by Cognitive Science Society Annual Conference 2017*

· Studied the factors that may possibly influence peoples judgments in the process of transferring fluid
· Evaluated human cognition of transferring liquid with physical simulation approaches

## TECHNICAL STRENGTHS

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