# CHANGYANG LI

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Department of Computer Science, George Mason University

Fairfax, VA 22030

## EDUCATION

**George Mason University**  Aug.2019 - Now
*PhD in Computer Science*  *Fairfax, VA*
*Advisor: Lap-Fai Yu*

**University of Virginia**  Aug.2017 - May.2019
*MS in Computer Science*  *Charlottesville, VA*

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

## 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*
*\* indicates equal contribution.*

· Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2023)

**Optimizing Product Placement for Virtual Stores**
*Wei Liang, Luhui Wang, Xinzhe Yu, Changyang Li, Rawan Alghofaili, Yining Lang, Lap-Fai Yu*

· IEEE Virtual Reality 2023

**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*
*\* indicates equal contribution.*

· IEEE 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 Workshop : Virtual Reality meets Physical Reality

## RESEARCH EXPERIENCES

**Graduate research assistant**                                     Aug.2019 - Now
*Design Computing and Extended Reality (DCXR) Group, George Mason Unitersity*

· Supervised by Prof. Lap-Fai Yu

**Summer research intern**                                     May.2018 - Aug.2018
*Center for Vision, Cognition, Learning, and Autonomy, University of California, Los Angeles*

· Supervised by Prof. Song-Chun Zhu

**Undergraduate researcher**                                     Jul.2015 - Aug.2017
*Media Computing and Intelligent System Lab, Beijing Institute of Technology*

· Supervised by Prof. Wei Liang

**Summer research intern**                                     Jul.2016 - Aug.2016
*Graphics and Virtual Environments Lab, University of Massachusetts Boston*

· Supervised by Prof. Lap-Fai Yu

## OTHER EXPERIENCES

**Journal Paper Reviewer**

· Computer Graphics Forum 2022, 2023

**Conference Paper Reviewer**

· ACM SIGGRAPH 2023
· IEEE Virtual Reality 2018, 2019

**Teaching Assistant**

· Spring 2018 - Fall 2018, University of Virginia

**ACM-ICPC**

· School ACM-ICPC Team, School of Computer Science and Technology, Beijing Institute of Technology

## SKILLS

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|---|---|
| **Programming Languages** | Python, C, C++, C# |
| **Deep Learning Frameworks** | Pytorch, Keras, Tensorflow |
| **VR/AR** | Oculus Rift, Oculus Quest, HTC Vive, Microsoft Hololens |
| | ARCore, ARKit, RealityKit |
| **Game Engines** | Unity 3D, Unreal Engine 4 |