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
MCS in Computer Science   *Charlottesville, VA*

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

PUBLICATIONS

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

· Propose Bayesian Inverse Reinforcement Learning with Failure (BIRLF), which makes use of failed demonstrations for learning.

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)

· Introduced virtual reality devices to immersive virtual environments for earthquake safety training.

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

· Presented an approach to perform 3D human body labelling and segmentation jointly.

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
· Worked on project *Learning Virtual Grasp with Failed Demonstrations via Bayesian Inverse Reinforcement Learning.*

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

- Supervised by Prof. Wei Liang
- Worked on a few computer vision, computer graphics, virtual reality and cognitive science related projects, including *Earthquake Safety Training through Virtual Drills* and *Joint Labelling and Segmentation for 3D Scanned Human Body.*

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

- Supervised by Prof. Lap-Fai Yu
- Worked on project *Earthquake Safety Training through Virtual Drills.*

OTHER EXPERIENCES

Conference Paper Reviewer
- IEEE Virtual Reality conference 2019
- IEEE Virtual Reality conference 2018

Teaching Assistant
- CS 4630 - Defense Against the Dark Arts, University of Virginia, Fall 2018
- CS 2150 - Program and Data Representation, University of Virginia, Fall 2018
- CS 4710 - Artificial Intelligence, University of Virginia, Spring 2018

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

SKILLS

Programming languages	C, C++, C#, Python, Java
Deep learning frameworks	Pytorch, Keras, Tensorflow
Game Engines	Unity 3D, Unreal Engine 4