CHANGYANG LI

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Department of Computer Science, University of Virginia

Charlottesville, VA 22903

EDUCATION

University of Virginia   Aug.2017 - May.2019(Expected)
M.S. in Computer Science   *Charlottesville, VA*

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

PUBLICATIONS

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 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
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

RESEARCH EXPERIENCES

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 an artificial intelligence, reinforcement learning and virtual reality related project

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

Paper Reviewer
IEEE Virtual Reality conference 2019

Paper Reviewer
IEEE Virtual Reality conference 2018

Teaching Assistant: CS 4630 - Defense Against the Dark Arts
University of Virginia, Fall 2018

Teaching Assistant: CS 2150 - Program and Data Representation
University of Virginia, Fall 2018

Teaching Assistant: CS 4710 - Artificial Intelligence
University of Virginia, Spring 2018

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

SKILLS

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