

CHANGYANG LI

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Department of Computer Science, George Mason University
Fairfax, VA 22030

EDUCATION

George Mason University

PhD in Computer Science

Advisor: Lap-Fai Yu

Aug.2019 - Now

Fairfax, VA

University of Virginia

MS in Computer Science

Aug.2017 - May.2019

Charlottesville, VA

Beijing Institute of Technology

BS in Computer Science and Technology

Sep.2013 - Jul.2017

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 University

- 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 research assistant

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

ACADEMIC SERVICES

Conference Paper Reviewer

- SIGGRAPH 2023, SIGGRAPH Asia 2023
- CHI 2024, UIST 2023
- Pacific Graphics 2023
- IEEE VR 2018, 2019

Journal Paper Reviewer

- ACM Transactions on Graphics 2023
- Computer Graphics Forum 2022, 2023

SKILLS

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