Manyi Li

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Education

- Visiting Ph.D., Computing Science, Simon Fraser University, 2017 – 2018
- Ph.D., Computer Science, Shandong University, 2013 – 2018
- B.Eng., Software Engineering, Shandong University, 2009 – 2013

Experience

- 07/2019 – now: Intern in Intelligent Project Solutions Inc.
- 05/2019 – now: Postdoc, School of Computing Science, Simon Fraser University
- 04/2017 – 05/2017: Visiting Scholar, School of Computer Science, Tel Aviv University
- 03/2014 – 06/2014: Visiting Scholar, School of Mathematical Sciences, University of Science and Technology of China
- 11/2013 – 01/2014: Research Assistant, Department of Computer Science, The University of Hong Kong

Research Interests

My research focuses on Computer Graphics and Computer Vision. I'm specifically interested in 3D content creation and understanding of objects and scenes.

Publication

- **Manyi Li** and Hao Zhang, “D^2IM-Net: Learning Detail Disentangled Implicit Fields from Single Images”, CVPR, 2021
- Akshay Gadi Patil, **Manyi Li**, Matthew Fisher, Manolis Savva, Hao Zhang, "LayoutGMN: Neural Graph Matching for Structural Layout Similarity", CVPR, 2021.
- **Manyi Li**, Akshay Gadi Patil, Kai Xu, Siddhartha Chaudhuri, Owais Khan, Ariel Shamir, Changhe Tu, Baoquan Chen, Daniel Cohen-Or, Hao (Richard) Zhang, “GRAINS: Generative Recursive Autoencoders for INdoor Scenes”, ACM Transactions on Graphics (TOG), 2019, 38(2): 1-16.
- Rui Ma, Akshay Gadi Patil, Matthew Fisher, **Manyi Li**, Sören Pirk, Binh-Son Hua, Sai-Kit Yeung, Xin Tong, Leonidas J. Guibas, Hao Zhang, “Language-driven synthesis of 3D scenes from scene databases”, ACM Transactions on Graphics (TOG), 2018, 37(6): 1-16.
- **Manyi Li**, Noa Fish, Lili Cheng, Changhe Tu, Daniel Cohen-Or, Hao (Richard) Zhang, Baoquan Chen, “Class-sensitive shape dissimilarity metric”, Graphical Models 98: 33-42 (2018)
- **Manyi Li**, Falai Chen, Wenping Wang, Changhe Tu**,** “Sparse RBF surface representations”, Computer Aided Geometric Design 48: 49-59 (2016)

Services

Reviewer: SIGGRAPH-Asia, Pacific Graphics, Computer Graphics Forum, Graphical Models, Computer & Graphics, Computational Visual Media