

WENHAO LI

School of Computer Science, Peking University

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◇ Phone: +86 15919445058 ◇ Birth: 1996, Zhejiang

RESEARCH INTEREST

Computer Vision and Deep Learning

3D Human Pose and Shape Estimation in images/videos

EDUCATION

Fourth-Year Ph.D. Student in Computer Science

2019 - Present

Peking University, China, Advisor: Prof. Hong Liu

Bachelor of Engineering in Electrical Engineering and Automation

2015 - 2019

Ningbo University, China, Rank: 1/63

PUBLICATIONS

1. **Wenhao Li**, Hong Liu, Hao Tang, Pichao Wang, and Luc Van Gool. MHFormer: Multi-Hypothesis Transformer for 3D Human Pose Estimation. IEEE Conference on Computer Vision and Pattern Recognition (**CVPR**), 2022: 13147-13156.
2. **Wenhao Li**, Hong Liu, Runwei Ding, Mengyuan Liu, Pichao Wang, and Wenming Yang. Exploiting Temporal Contexts with Strided Transformer for 3D Human Pose Estimation. IEEE Transactions on Multimedia (**TMM**), 2022.
3. Guoliang Hua*, Hong Liu, **Wenhao Li***, Qian Zhang, Runwei Ding, and Xin Xu. Weakly-supervised 3D Human Pose Estimation with Cross-view U-shaped Graph Convolutional Network. IEEE Transactions on Multimedia (**TMM**), 2022.
4. Jialun Cai, Hong Liu, Runwei Ding, **Wenhao Li**, Jianbing Wu, and Miaoju Ban. HTNet: Human Topology Aware Network for 3D Human Pose Estimation. IEEE Conference on Acoustics, Speech, and Signal Processing (**ICASSP**), 2023.
5. Yingxuan You, Hong Liu, Xia Li, **Wenhao Li**, Ti Wang, and Runwei Ding. GATOR: Graph-Aware Transformer with Motion-Disentangled Regression for Human Mesh Recovery from a 2D Pose. IEEE Conference on Acoustics, Speech, and Signal Processing (**ICASSP**), 2023.
6. Ti Wang, Hong Liu, Runwei Ding, **Wenhao Li**, Yingxuan You, and Xia Li. Interweaved Graph and Attention Network for 3D Human Pose Estimation. IEEE Conference on Acoustics, Speech, and Signal Processing (**ICASSP**), 2023.

SUBMITTED PAPERS

1. **Wenhao Li**, Hong Liu, Tianyu Guo, Hao Tang, and Runwei Ding. GraphMLP: A Graph MLP-Like Architecture for 3D Human Pose Estimation. arXiv preprint, 2022 (**Submitted to IEEE TIP**).
2. **Wenhao Li**, Hong Liu, et al. Multi-Hypothesis Representation Learning for Transformer-Based 3D Human Pose Estimation (**Submitted to PR**).
3. **Wenhao Li**, Hong Liu, et al. Hourglass Tokenizer for Efficient 3D Human Pose Estimation (**Submitted to ICCV 2023**).
4. **Wenhao Li**, Hong Liu, et al. HYRE: Hybrid Regressor for 3D Human Pose and Shape Estimation (**Submitted to ICCV 2023**).

OPEN SOURCE

Codes and models for my published papers are available on [my GitHub](#):

- <https://github.com/Vegetebird/MHFormer> (**370+** stars)
- <https://github.com/Vegetebird/StridedTransformer-Pose3D> (**270+** stars)

REVIEW SERVICES

- IEEE Conference on Computer Vision and Pattern Recognition (CVPR)
- IEEE International Conference on Computer Vision (ICCV)
- Conference on Neural Information Processing Systems (NeurIPS)
- IEEE Transactions on Image Processing (TIP)
- IEEE Transactions on Multimedia (TMM)
- IEEE Transactions on Circuits and Systems for Video Technology (TCSVT)

AWARDS & HONORS

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|---|------|
| – National Scholarship (Top 2%) | 2022 |
| – Merit Student Pacesetter of PKU (Top 3%) | 2022 |
| – Outstanding Graduates of Zhejiang (Top 1%) | 2019 |
| – Outstanding Undergraduate Thesis Award (TOP 5%) | 2019 |
| – President Scholarship (Top 10, highest school honor) | 2018 |
| – National Scholarship (Top 1%) | 2017 |
| – National Scholarship (Top 1%) | 2016 |
| – Meritorious Winner in Mathematical Contest in Modeling (MCM) | 2018 |
| – First Prize in National Undergraduate Electronic Design Contest | 2017 |
| – First Prize in Chinese Mathematics Competition (CMC) | 2016 |
| – Second Prize in China Undergraduate Mathematical Contest in Modeling (CUMCM) | 2017 |
| – Second Prize in China Undergraduate Mathematical Contest in Modeling (CUMCM) | 2016 |
| – First Place in Zhejiang Undergraduate Electronic Design Contest | 2018 |
| – First Place in Zhejiang Undergraduate Robot Contest | 2017 |
| – First Prize in Zhejiang Undergraduate Advanced Mathematics Competition | 2016 |
| – First Prize in Zhejiang Undergraduate Physics Contest | 2016 |

TECHNICAL SKILLS

Computer Languages	Python, MATLAB, C/C++
Software & Tools	PyTorch, LaTeX