

EDUCATION

- **ETH Zurich** Zurich, Switzerland
Ph.D. in Computer Science *Sep. 2020 -*
- **University of Pennsylvania** Philadelphia, USA
M.S.E in Computer Graphics and Game Technology; GPA: 3.9/4.0 *Aug. 2018 - Dec. 2019*
- **Beijing University of Technology** Beijing, China
B.S.E in Software Engineering; GPA: 3.8/4.0 (Ranking 1/62) *Sep. 2014 - Jun. 2018*

PUBLICATIONS

Jonas Zehnder, **Yue Li**, Stelian Coros, and Bernhard Thomaszewski. "NTopo: Mesh-free Topology Optimization using Implicit Neural Representations." arXiv preprint arXiv:2102.10782 (2021).

Yue Li, Marc Habermann, Bernhard Thomaszewski, Stelian Coros, Thabo Beeler, and Christian Theobalt. "Deep Physics-aware Inference of Cloth Deformation for Monocular Human Performance Capture." arXiv preprint arXiv:2011.12866 (2020).

Llogari Casas, **Yue Li**, and Kenny Mitchell. "FaceMagic: Real-time Facial Detail Effects on Mobile." In SIGGRAPH Asia 2020 Technical Communications, pp. 1-4. 2020.

Yue Li*, Xuan Li*, Minchen Li*, Yixin Zhu, Bo Zhu, and Chenfanfu Jiang. "Lagrangian-Eulerian Multi-density Topology Optimization with the Material Point Method." arXiv preprint arXiv:2003.01215 (2020). (* joint first authors)

Yue Li. Master Thesis: Hybrid Eulerian-Lagrangian Topology Optimization

Yue Li, Liqian Ma, Haoqiang Fan, and Kenny Mitchell. "Feature-preserving detailed 3d face reconstruction from a single image." In Proceedings of the 15th ACM SIGGRAPH European Conference on Visual Media Production, pp. 1-9. 2018. (**Best Paper Award**)

Yue Li, Pablo Wiedemann, and Kenny Mitchell. "Deep Precomputed Radiance Transfer for Deformable Objects." Proceedings of the ACM on Computer Graphics and Interactive Techniques 2, no. 1 (2019): 1-16.

Yanlong Tang, Xiaoguang Han, **Yue Li**, Liqian Ma, and Ruofeng Tong. "Expressive facial style transfer for personalized memes mimic." The Visual Computer 35, no. 6 (2019): 783-795.

RESEARCH EXPERIENCE

- **Max Planck Institute for Informatics** Saarbruecken, Germany
Visiting Scholar, Advisor: Prof. Christian Theobalt and Dr. Thabo Beeler *Mar. 2020 - Aug. 2020*
 - **Human Performance Capture:** Incorporating FEM-based cloth simulation into learning-based monocular human performance capture framework.
- **University of Pennsylvania** Philadelphia, PA
Research Assistant, Advisor: Prof. Chenfanfu Jiang *Jan. 2019 - present*
 - **Topology Optimization:** Using Hybrid Lagrangian-Eulerian method to address nonlinear and linear topology optimization problems.
- **Disney Research** Glendale, CA
Research Intern, Advisor: Prof. Kenny Mitchell *May. 2019 - Aug. 2019*
 - **Accerlate probe images rendering with deep learning:** Probe images rendering, customized neural network architecture design
 - **Real time face reconstruction on mobile devices:** Precomputation, Block-Jacobi approximation
- **Edinburgh Napier University**
Research Intern, Advisor: Prof. Kenny Mitchell *Jun. 2018 - Sep. 2018*

- **Rendering and Deep Learning** : Using deep learning techniques, convolution neural network, to account for deformable objects with global illumination for Precomputed Radiance Transfer with a significant amount of storage saving. Related work has been accepted to PACM CGIT.

• Megvii Inc.(Face++)

Beijing, China

Research Intern, Leader: Dr. Liqian Ma, Mr. Haoqiang Fan

Jul. 2017 - May 2018

- **Real-time 3D Detailed Face Reconstruction with Neural Network**: Using a fully convolutional neural network to achieve 3D face reconstruction from a single RGB image real-time on PC with CPU or GPU. A smaller model is able to run on mobile devices in real-time.
- **Optimization-based 3D Detailed Face Reconstruction from a Single Image**: Optimization-based 3D face reconstruction from a single RGB image with details. The system is robust under various illuminations, large poses, and expressions. A paper regarding this work has been accepted by CVMP2018 and awarded the Best Paper Award.
- **3D Animoji Avatar**: Implemented *Deformation Transfer for Triangle Meshes* to transfer expression basis from Face Warehouse data to our customized 3D avatars.
- **Asian Morphable Model**: Constructed an Asian morphable model from scanned data. Implemented two Siggraph papers in registration and deformation with improvements added. Reproduced *Example-Based Facial Rigging* to generate expressions for each scanned individuals and utilized PCA to compute 46 muscle-based expression basis and an average face. Implemented *Guided Normal Mesh Filtering* for denoising. In charge of all related data examination, cleaning, and deformation processes for our scanned data.
- **3D Landmark Annotation Tool**: Developed an easy-to-use, fast, and robust 3D landmark annotation tool using OpenGL for 3D scanned mesh data and a related patent have been submitted to our intellectual property department.

• Tsinghua University

Beijing, China

Research Assistant

Nov. 2016 - Apr. 2017

- **Laplacian Deformation::** Implemented *Laplacian Surface Editing* to registrate 3D scanned face to a template mesh.
- **PolyCube Deformation::** Solving optimization-based Poisson system for mesh deformation using face normal as soft constraints. Segmenting PolyCube models, extracting featured edges and vertices and rendering results utilizing Mitsuba.

COURSE PROJECT

- **CIS563 Physics-based Animation** Implementation of explicit and implicit material point method for snow simulation from scratch. (Fall 2018)
- **CIS561 Advanced Rendering** Implementation of path tracing, bidirectional path tracing, photon mapping, volumetric rendering, and motion blur. (Spring 2019)
- **CIS660 Advanced Topics in Computer Graphics** Implementation of *Drucker-Prager Elastoplasticity for Sand Animation* as a Houdini plugin. (Spring 2019)

TEACHING EXPERIENCE

- **CIS563 Physics-based Animation** UPenn Fall 2019 Teaching Assistant
- **Visual Computing** ETH Zurich Fall 2020 Teaching Assistant

PROGRAMMING SKILLS

- **Languages:** C++, Python, Julia, Matlab **Libraries:** Ipopt, Eigen, OpenMesh, Libigl, Keras, CGAL, Optix
Softwares: Houdini, Maya, Meshlab, Mitsuba