

MATTHEW PEIZHI YAN

Ph.D. Candidate at UBC

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RESEARCH INTERESTS

- **Computer Vision:** 3D face and general object reconstruction from 2D images; image generation.
 - **Computer Graphics:** NeRF; 3D Gaussian Splatting (3DGS); 3D face modeling.
 - **Machine Learning:** Large-Language-Models; foundational 3D generation models; explainable ML.
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EDUCATION

- **The University of British Columbia**

Jan. 2021 – May 2026

📍 Vancouver, British Columbia, Canada

Ph.D. Candidate in Electrical and Computer Engineering

Supervisors: [Dr. Rabab Ward](#), [Dr. Shan Du](#)

Thesis: Towards Realism, Controllability, and Affordability in Learning-Based 3D Head Creation

Research Focus: 3D Computer Vision and Graphics, 3D Head Avatar, 3D Reconstruction

GPA: 4.0 / 4.0 (Average Grade: 95%, Letter: A+)

- **Lakehead University**

Sept. 2018 – May 2020

📍 Thunder Bay, Ontario, Canada

M.Sc. in Computer Science

Supervisor: Dr. Salimur Choudhury

Thesis: Towards Machine Learning Enabled Future-Generation Wireless Network Optimization

Research Focus: Machine Learning, Optimization Problems

GPA: 4.0 / 4.0 (Average Grade: 98%, Letter: A+)

Distinction: Governor-General's Gold Medal

- **Algoma University**

Sept. 2016 – May 2018

📍 Sault Ste. Marie, Ontario, Canada

B.Sc. in Computer Science

Supervisors: Dr. Yi Feng, Dr. George Townsend

Research Focus: Machine Learning, Game AI

GPA: 4.0 / 4.0 (Average Grade: 96%, Letter: A+)

- **University of Jinan**

Sept. 2014 – June 2019

📍 Jinan, Shandong, China

B.Eng. in Computer Science

RESEARCH AND WORK EXPERIENCE

The University of British Columbia	Research Assistant	Jan. 2021 – Present
BC Cancer Research Centre	Research Assistant	Jun. 2024 – Oct. 2024
Lakehead University	RA and Graduate TA	Sept. 2018 – May 2020
Algoma University	RA at BCI Lab	2017 - 2018

TEACHING EXPERIENCE

Lakehead University

▪ Guest Lecturer (9 hours): Optimization Method (2020 Spring), graduate-level,	<u>29 students</u>
▪ Guest Lecturer (6 hours): Deep Learning (2020 Winter), graduate-level,	<u>83 students</u>
▪ Guest Lecturer (6 hours): Computer Vision (2019 Fall), graduate-level,	<u>70 students</u>
▪ Guest Lecturer (9 hours): Deep Learning (2019 Spring), graduate-level,	<u>59 students</u>
▪ Guest Lecturer (6 hours): Optimization Method (2019 Spring), graduate-level,	<u>19 students</u>
▪ Tutor: Assembly Language (2019 Winter), undergraduate-level,	<u>38 students</u>
▪ Tutor: Data Base Management Systems (2018 Fall), undergraduate-level,	<u>25 students</u>

ACADEMIC SERVICE

Organizational Roles

- (ICIP 2025) Session Chair: Biomedical Signal and Image Processing 3
- (GI 2025) Program Committee Member for Graphics Interface Conference
- (CCECE 2025) Volunteer at IEEE Canadian Conference on Electrical and Computer Engineering
- (2015-2016) Vice President of Turing Computer Association (S/W Dept.), Univ. of Jinan, China

Journal Reviewing

▪ IEEE Transactions on Circuits and Systems for Video Technology (TCSVT)	<u>25 reviews</u>
▪ IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI)	<u>3 reviews</u>
▪ IEEE Transactions on Visualization and Computer Graphics (TVCG)	<u>4 reviews</u>
▪ IEEE Transactions on Image Processing (TIP)	<u>1 review</u>
▪ IEEE Transactions on Multimedia (TMM)	<u>6 reviews</u>
▪ IEEE Canadian Journal of Electrical and Computer Engineering (CJECE)	<u>4 reviews</u>
▪ IEEE Transactions on Cybernetics	<u>1 review</u>
▪ ACM Trans. on Multimedia Computing, Communications, and Application (TOMM)	<u>2 reviews</u>
▪ Elsevier Neurocomputing	<u>13 reviews</u>
▪ Springer Neural Computing and Applications	<u>1 review</u>

Conference Reviewing

- (2026) CVPR 2026
- (2025) Graphics Interface (GI 2025) Conference
- (2022) Asian Conference on Computer Vision (ACCV 2022)
- (2021 to 2023, & 2025) IEEE International Conference on Image Processing (ICIP)
- (2020) The 17th IEEE International Conference on Ubiquitous Intelligence and Computing

Talks and Presentations

- (2025) Presenter at UBC ECE Research Day
- (2024) Speaker at BC Cancer Summit on Skin Lesion Image Synthesis with Controllable Skin Tone
- (2023) Guest Speaker at Consortium for Advancement of MRI Education and Research in Africa
- (2023) Invited Talk on Machine Learning in 3D Face Modeling at UBC (Okanagan) COSC Seminar

PUBLICATIONS

Citations: 204 h-index: 9 i10-index: 9

(statistics are from Google Scholar)

Journal

1. Yan, P., Ward, R., Wang, D., Tang, Q., & Du, S. (2025), "StyleMorpheus: Learning a StyleGAN-Based 3D-Aware Morphable Face Model with a Disentangled Style Space". *Elsevier Neurocomputing*, 131329. (SCI Journal, IF: 6.5)

2. Yan, P., Ward, R., Tang, Q., & Du, S. (2025), "Neural 3D Face Shape Stylization Based on Single Style Template via Weakly Supervised Learning", *IEEE Transactions on Visualization and Computer Graphics (TVCG)*, 31(10), 9522 – 9529. (SCI Journal, IF: 4.7)
3. Liu, W., Hopkins, A. M., Yan, P., Du, S., Luyt, L. G., Li, Y., & Hou, J. (2023), "Can Machine Learning 'Transform' Peptides/Peptidomimetics into Small Molecules? A Case Study with Ghrelin Receptor Ligands", *Molecular Diversity*, 27(5), 2239-2255. (SCI Journal, IF: 3.364)
4. Yan, P., & Choudhury, S. (2021), "Deep Q-Learning Enabled Joint Optimization of Mobile Edge Computing Multi-Level Task Offloading", *Elsevier Computer Communications*, 180, 271-283. (SCI Journal, IF: 3.923)
5. Yan, P.F, Paul, A.F, Yang, Y., Zhang, H., Du, S. & Wu, J. (2021), "Non-Iterative Online Sequential Learning Strategy for Autoencoder and Classifier", *Springer Neural Computing and Applications (NCAA)*, 33(23), 16345-16361. (SCI Journal, IF: 6.106)
6. Tassone, J., Yan, P., Simpson, M., Mendhe, C., Mago, V., & Choudhury, S. (2020), "Utilizing Deep Learning and Graph Mining to Identify Drug Use on Twitter Data". *BMC Medical Informatics and Decision Making*, 20(11), 304. (SCI Journal, IF: 3.546)
7. Yan, P., Al-Turjman, F., Al-Oqily, I., & Choudhury, S. (2020), "An Energy-Efficient Topology Control Algorithm for Optimizing the Lifetime of Wireless Ad-hoc IoT Networks in 5G and B5G". *Elsevier Computer Communications*, 159, 83-96. (SCI Journal, IF: 3.923)
8. Yan, P., Choudhury, S., & Wei, R. (2020), "A Machine Learning Auxiliary Approach for the Distributed Dense RFID Readers Arrangement Algorithm". *Intelligent and Cognitive Techniques for Internet of Things, IEEE Access Journal*, 8, 42270-42284. (SCI Journal, IF: 5.456)
9. Yan, P., & Feng, Y. (2018), "Using Convolution and Deep Learning in Gomoku Game Artificial Intelligence". *Modern Physics Letters A*, 28(03), 1850011. (SCI Journal, IF: 1.367)

Conference

10. Yan, P., Ward, R., Tang, Q., & Du, S., "ArchitectHead: Continuous Level of Detail Control for 3D Gaussian Head Avatars". *IEEE/CVF Winter Conference on Applications of Computer Vision (WACV)*. 2026. (Accepted Paper)
11. Yan, P.*, Ward, R., Tang, Q., & Du, S., "Estimating Virtual Camera FOV to Reduce Perspective Shape Distortion in 2D-to-3D Face Reconstruction". In Proceedings of the *International Conference on Image Processing (ICIP)*. 2025.
12. Yan, P.*, Ward, R., Tang, Q., & Du, S., "Gaussian Deja-vu: Creating Controllable 3D Gaussian Head Avatars with Enhanced Generalization and Personalization Abilities". In Proceedings of the *IEEE/CVF Winter Conference on Applications of Computer Vision (WACV)*. 2025. (Oral; Accepted in Round 1; Acceptance rate 12%)
13. Qiu, Z., Yan, P., & Cai, Z., "Large Language Models for Second Language English Writing Assessments: An Exploratory Comparison". In Proceeding of the *38th Pacific Asia Conference on Language, Information and Computation (PAACLIC 38)*. 2024.
14. Yan, P.*, Ward, R., Wang, D., Tang, Q., & Du, S., "Learning Disentangled Features for NeRF-based Face Reconstruction". In Proceedings of the *International Conference on Image Processing (ICIP)*. 2023.
15. Yan, P.*, Gregson, J., Tang, Q., Ward, R., Xu, Z., & Du, S. "NEO-3DF: Novel Editing-Oriented 3D Face Creation and Reconstruction". In Proceedings of the *Asian Conference on Computer Vision (ACCV)*. 2022.
16. Mehajabin, N., Yan, P., Kaur, S., Song, J., Pourazad, M. T., Wang, Y., ... & Nasiopoulos, P. An Efficient Refocusing Scheme for Camera-Array Captured Light Field Video for Improved Visual Immersiveness. In Proceedings of the *55th Hawaii International Conference on System Sciences*. 2022
17. Yan, P.*, & Choudhury, S., "Optimizing Mobile Edge Computing Multi-Level Task Offloading via Deep Reinforcement Learning". In Proceedings of the *IEEE International Conference on Communications (ICC)*. IEEE. 2020.
18. Emu, M., Yan, P., Choudhury, S., "Latency Aware VNF Deployment at Edge Devices for IoT Services: An Artificial Neural Network Based Approach". In Proceedings of the *IEEE International Conference on Communications (ICC) on Convergent IoT*. IEEE. 2020
19. Yan, P.*, Choudhury, S., & Wei, R. "A Distributed Graph-Based Dense RFID Readers Arrangement Algorithm". In Proceedings of the *IEEE International Conference on Communications (ICC)* (pp. 1-6). IEEE. May, 2019.
20. Yan, P.*, & Feng, Y. "A Hybrid Gomoku Deep Learning Artificial Intelligence". In Proceedings of the *2018 Artificial Intelligence and Cloud Computing Conference* (pp. 48-52). ACM. December, 2018.

Submitted

21. Yu, X., **Yan, P.^c**, Liu, S. & Wu, C. "MMFashion+: Multimodal Federated Learning for Personalized Clothing Recommendation". Submitted to *IEEE Transactions on Consumer Electronics*.

* presenter.

^F co-first authorship.

^c correspondence author.

SELECTED AWARDS AND HONORS

Canada

- (2020) The Governor-General's Gold Medal Award (Canada's highest award in graduate level)
- (2018) Vector Scholarship in Artificial Intelligence (VSAI) by Vector Institute, CA\$17,500

University of British Columbia

- (2023) ICICS Travel Award
- (2021, 2022, 2023) Graduate Support Initiative (GSI) Award

Other

- (2025) IEEE Signal Processing Society (SPS) Travel Grant

PROJECTS

Research-Oriented

- (2024-2025) 3D Head Reconstruction and Tracking <https://github.com/PeizhiYan/flame-head-tracker>
☆ GitHub 134 Stars

Developed a 3D head tracking pipeline capable of performing 3D head reconstruction from a single image or tracking the 3D head from a monocular video. The results can be used in 3D head avatar training, video aftereffects, etc.

- (2024) Gaussian Deja-vu: 3DGS-based 3D Head Creation <https://peizhiyan.github.io/docs/dejavu>
☆ GitHub 60+ Stars

Developed a 3D Gaussian-based method for creating animatable head avatars using monocular video as training data. This work was accepted at WACV 2025 in the first round.

- (2024) Mesh-based Neural 3D Face Style Transfer <https://peizhiyan.github.io/docs/style>
- (2023) StyleMorpheus: NeRF-based 3D Face <https://github.com/ubc-3d-vision-lab/StyleMorpheus>
- (2022) NEO-3DF: 3D Face Creation and Editing <https://peizhiyan.github.io/docs/neo3df>
- (2019) Deep Learning 4X Video Super-Resolution <https://www.youtube.com/watch?v=W8Tx>

Other Open-Source Projects

- (2025) Gmesh: Differentiable Hybrid 3D Rendering Pipeline <https://github.com/PeizhiYan/gmesh>
Developed a pipeline for differentiable hybrid rendering of scenes that contains both 3D Gaussians and 3D meshes. It supports end-to-end learning and seamless integration with Pytorch pipelines.
- (2021) ZenFlow: Open-Source Machine Learning Demo <https://github.com/PeizhiYan/zenflow>
- (2021) Light-Field Refocusing Algorithm Demo <https://www.youtube.com/watch?v=pRxXQcuVQSS&t=9s>
- (2019) Open-Source Whiteboard Web App. <https://peizhiyan.github.io/www/draw.html>
- (2018) Convolution-Based Gomoku Game AI https://peizhiyan.github.io/s_codes/gomoku

SUPERVISED AND MENTORED STUDENTS

- **Haoyu Wang** (supervised Ph.D. student at UBC Okanagan, research assistant, Sept – Dec. 2024)
Projects: 3D face and head tracking; 2D image ear landmark detection.
 - **Xiangrui Liu** (supervised master's student at UBC Okanagan, research assistant, May – Aug. 2023)
Project: 3D and 3D-aware face modeling.
 - **Md Nafis Abedin** (supervised undergrad student at University of Waterloo, co-op 2020 summer intern)
Project: Developing an interactive web user interface for the satellite image lichen mapping project.
 - **Keizo Kato** (mentored student at UBC Okanagan, 2023) on his undergraduate thesis.
 - **Marshall Wenqi Guo** (mentored student at UBC Okanagan, 2023) on his undergraduate thesis.
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TECHNICAL SKILLS

- **Programming Languages:** Python, Java, C++, C, JavaScript
 - **Open-Source Libraries:** PyTorch, Tensorflow, Keras, Open3D, OpenCV, Gurobi, Paper.js, React
 - **Computer Networking:** VPN, SSH, SAMBA, FTP, Router Settings (DHCP, NAT)
 - **Others:** LaTeX, Linux, SLURM (HPC), Photoshop, Blender
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OTHER OPEN-SOURCE CONTRIBUTIONS

- Simple-KNN (used by 3DGS): Solved a CUDA device-related issue (PR accepted).
<https://github.com/camenduru/simple-knn>

Updated on Feb. 02, 2026