Sheng-Chi Hsu

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Research Interests

I'm interested in *3d rendering*, *3d computer vision*, and *machine learning* research. I have experience in varies *3d reconstruction* topics such as *neural rendering* and *inverse rendering*.

Education

MS	**National Tsing Hua University**, Information Systems and Applications	Hsing-Chu, Taiwan Sept 2024 – present

- Working on the novel view synthesis, inverse rendering, and 3d reconstruction algorithms.

BS	**National Tsing Hua University**, Electrical Engineering and Computer Science	Hsing-Chu, Taiwan Sept 2020 – June 2024

Projects

Inverse Rendering with Gaussian Splatting   July 2025 – Dec 2025

A web application for writing essays

- Develop an rendering framework for Relightable Gaussian Splatting and PBR mesh hybrid rendering .

Skills

Programming: Proficient with Python, C++, C, CUDA

Framework: OpenGL, Vulkan, DirectX12, Pytorch, OpenCV

Mathematics: Good understanding of differential equations, calculus, linear algebra, and probability

Languages: Chinese, English

Publications

A2TG: Adaptive Anisotropic Texttured Gaussians for Efficient 3D Scene Representation   Jan 2026

Sheng-Chi Hsu, Ting-Yu Yen, Shih-Sheng Hung, Hong-Kuo Chu

ArXiv:2025