

Zilin Xu

✉ zilinxu@ucsb.edu ☎ +1 805 280 1230 🌐 <https://starry316.github.io> 📍 16325 Cleveland Street, Apt. 519, Redmond, WA 98052

EDUCATION

Ph.D. in Computer Science , advised by Prof. Ling-Qi Yan <i>University of California, Santa Barbara & Mohamed bin Zayed University of Artificial Intelligence</i> *Started Ph.D. at UCSB, transferred with advisor to MBZUAI in 2025	2023 - Present Santa Barbara, USA Abu Dhabi, UAE
M.Eng. in Software Engineering , advised by Prof. Lu Wang <i>Shandong University</i> *Ranked 1st in the major	2020 - 2023 Jinan, China
B.Eng. in Software Engineering <i>Shandong University</i>	2016 - 2020 Jinan, China

RESEARCH INTERESTS

Real-time Neural Appearance → Rendering → Computer Graphics
My research focuses on leveraging neural techniques for efficient and accurate appearance representation, with a special emphasis on real-time performance. It also explores advanced features (e.g., dynamic synthesis) that are challenging for traditional methods.

SELECTED PUBLICATIONS

Towards Comprehensive Neural Materials: Dynamic Structure-Preserving Synthesis with Accurate Silhouette at Instant Inference Speed Zilin Xu , Xiang Chen, Chen Liu, Beibei Wang, Lu Wang, Zahra Montazeri, Ling-Qi Yan <i>SIGGRAPH 2025</i> *Video clips featured in the Technical Papers Trailer.	2025
A Dynamic By-example BTF Synthesis Scheme Zilin Xu , Zahra Montazeri, Beibei Wang, Ling-Qi Yan <i>SIGGRAPH Asia 2024</i>	2024
Lightweight Neural Basis Functions for All-Frequency Shading Zilin Xu , Zheng Zeng, Lifan Wu, Lu Wang, Ling-Qi Yan <i>SIGGRAPH Asia 2022</i>	2022
Unsupervised Image Reconstruction for Gradient-Domain Volumetric Rendering Zilin Xu , Qiang Sun, Lu Wang, Yanning Xu, Beibei Wang <i>Computer Graphics Forum</i> (Proceedings of <i>Pacific Graphics 2020</i>)	2020
Non-first author papers: Ray-aligned Occupancy Map Array for Fast Approximate Ray Tracing Zheng Zeng, Zilin Xu , Lu Wang, Lifan Wu, Ling-Qi Yan <i>Computer Graphics Forum</i> (Proceedings of <i>Eurographics Symposium on Rendering 2023</i>)	2023
Neural Complex Luminaires: Representation and Rendering Junqiu Zhu, Yaoyi Bai, Zilin Xu , Steve Bako, Edgar Velázquez-Armendáriz, Lu Wang, Pradeep Sen, Miloš Hašan, Ling-Qi Yan <i>Transactions on Graphics</i> (Proceedings of <i>SIGGRAPH 2021</i>)	2021

TECHNICAL WRITING

Towards Comprehensive Neural Materials: Dynamic Structure-Preserving Synthesis with Accurate Silhouette at Instant Inference Speed Zilin Xu , Xiang Chen, Beibei Wang, Lu Wang, Zahra Montazeri, Ling-Qi Yan <i>GPU Zen 4</i>	2025
Cascaded Ray-aligned Occupancy Map Array for Fast Approximate Ray Tracing in Large Scale Scenes Zheng Zeng, Zilin Xu , Lifan Wu, Ling-Qi Yan <i>GPU Zen 4</i>	2025

WORK EXPERIENCE

Research Scientist Intern (ongoing)
Meta Reality Labs Research
Neural materials on mobile devices (Quest3).

Summer 2025
Redmond, USA

Graphics Development Engineer Intern
Autodesk, Inc.
Advanced 3D Wood Material and By-example Texture Synthesis in MaterialX.

Summer 2024
(Remote from) Santa Barbara, USA

TEACHING EXPERIENCE

CS190I: Introduction to Offline Rendering
Teaching Assistant @ *University of California, Santa Barbara*

Winter 2024
Santa Barbara, USA

Advanced Programming Language (Java)
Teaching Assistant @ *Shandong Univerisity*

Fall 2020
Jinan, China

PROFESSIONAL SKILLS

Programming Languages: C/C++, CUDA, Python, Shader languages (Slang/HLSL/GLSL)
Technical Skills: Pytorch, Falcor Renderer, Blender, 3DS Max

PROFESSIONAL SERVICES

Conference reviewer: *SIGGRAPH, SIGGRAPH Asia, Eurographics (EG), Pacific Graphics (PG)*
Journal reviewer: *Transactions on Graphics (ToG), Transactions on Visualization and Computer Graphics (TVCG), Computer Graphics Forum (CGF)*

INVITED TALKS

Neural Complex Luminaires: Representation and Rendering
CCF International Conference on CAD&CG 2020/2021

2021
Dalian, China

SELECTED AWARDS

National Scholarship (< 1%)	2022
Shandong University Chancellor's Scholarship Nomination (< 0.1%)	2022
Weichai Outstanding Graduate Student Scholarship (< 1%)	2021
Outstanding Graduate Student Award	2022
First Prize Scholarship of Shandong University	2021
Intel Cup National Software Innovation Competition in China (ranked #17 nationally)	2019