

# Tiantian Li

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## EDUCATION

### Hunan University

*Master of Computer Technology, GPA: 3.57/4.0, Advised by Dr. Gaobo Yang*

Changsha, China

Sep 2022 – Jun. 2025

- **Relevant Coursework:** Engineering Mathematics, Advanced Operating System, Advanced Algorithms Analysis and Design, Reconfigurable Computing

### Sichuan Agricultural University

*Bachelor of Information Management and Information System, GPA: 4.05/5.0*

Yaan, China

Sep 2018 – Jun 2022

- **Relevant Coursework:** Advanced Mathematics, Discrete Mathematics, Linear Algebra, University Physics, Operations Research, Object-oriented Programming

## RESEARCH INTERESTS

- Neural Rendering, Generative 3D Modeling (NeRF, 3D Gaussian Splatting); Image/Video Compression.

## PUBLICATIONS

- **Tiantian Li**, Xinjie Zhang, Dailan He, Xingtong Ge, Tongda Xu, Jun Zhang, Yan Wang. GaussianImage++: Boosted Image Representation and Compression with 2D Gaussian Splatting. Proceedings of the AAAI Conference on Artificial Intelligence (AAAI), 2026. [\[Paper\]](#) [\[Code\]](#)
- **Tiantian Li**, Yue Li, Ruixiao Guo, Gaobo Yang. Learned lossless medical image compression via dual transform and subimage-wise auto-regression[J]. Signal Processing: Image Communication, 2026, 142: 117455. [\[Paper\]](#)
- **Tiantian Li**, et al. "Deep Lossless Image Compression via Masked Sampling and Coarse-to-Fine Auto-Regression." arXiv preprint arXiv:2503.11231 (2025). [\[Paper\]](#)

## RESEARCH EXPERIENCE

### Institute for AI Industry Research (AIR), Tsinghua University.

Jun 2024 – Mar 2025

*Research Intern, Advised by Dr. Yan Wang.*

- Image representation and compression with Implicit neural representation and 3D/2D Gaussian Splatting.

## WORKING EXPERIENCE

### Rawmanric AI

Chengdu, China

*3D Reconstruction Algorithm Engineer. Advised by Dr. Youmin Zhang*

July 2025 – Present

- Engineered a pipeline for high-fidelity 3D asset generation using Large Models; responsible for automated data cleaning, camera pose optimization and semantic segmentation.
- Optimized 3D Gaussian Splatting based differentiable mesh reconstruction.
- Enhanced texture mapping algorithms, physically-based rendering material and light estimation.

### Shenzhen AiXieSheng Technology Co., Ltd.

Changsha, China

*Image Algorithm Engineer Intern*

Mar 2022 – Dec 2023

- Developed a suite of lightweight customized image codecs for hardware deployment, balancing compression rates with visual fidelity.
- Implemented Demura compensation algorithms to ensure display uniformity under low-bitrate constraints.

## AWARDS & ACTIVITIES

### Hunan University Postgraduates Scholarship

2022-2024

**Academic Activities:** AAAI Conference attendee (Singapore, 2026); ACM MM Reviewer (2024)

## PATENTS

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- **Granted:** CN119653110B

## SKILLS

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**Laboratory Skills:** C/C++, PyTorch, CUDA, MATLAB, Linux, LaTeX .

**Languages:** Mandarin (Native), English (CET4:519, CET6:485).