

Qinbo Li

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📍 California, US

Summary

Research Scientist / MLE with 4 years work experience in GenAI and 3D Vision. Proven track record in developing novel algorithms and publishing in SIGGRAPH, CVPR, ECCV, etc. Passionate about video generation, world models, 3D vision, with expertise in Diffusion, VLM, RLHF, Distillation and efficiency training, 3D Vision (Gaussian Splatting, NeRF), distributed training and optimization.

Experience

Snap

Machine Learning Engineer

June 2025 – Present

- Video generation foundation model post-training:
- Designed and implemented a DPO-based RLHF pipeline for image-to-video generation from scratch, including data generation, preference labeling, training, and evaluation
- Achieved significant improvements in video quality, with 20% of samples preferred over the baseline model. Safety DPO training achieved above 30% reduction in generating nsfw content

Meta

Research Scientist

Feb 2022 – Apr 2025

- Generating long term 3D consistent video with diffusion models and novel epipolar attention
- NeRF inpainting with per-scene customized latent diffusion model
- Gaussian splatting/Mesh hybrid representation for high quality and fast rendering on VR device
- Compressing GS using quantization and codebook by 11x without noticeable visual difference
- Mesh extraction and texture learning from Neural Radiance Fields (NeRF)

Wyze Labs

Research Scientist Intern

Jan 2021 – May 2021

- Learning efficient device-specific models under the edge-cloud collaboration framework

Education

Texas A&M University

PhD in Computer Science

2017 – 2022

GPA: 4.0 / 4.0

Texas A&M University

M.S. in Computer Science

2013 – 2016

GPA: 3.75 / 4.0

Selected Publications

- Brian Chao, Hung-Yu Tseng, Lorenzo Porzi, Chen Gao, Tuotuo Li, **Qinbo Li**, Ayush Saraf, Jia-Bin Huang, Johannes Kopf, Gordon Wetzstein, Changil Kim, “Textured Gaussians for Enhanced 3D Scene Appearance Modeling”, **CVPR** 2025
- Chieh Hubert Lin, Changil Kim, Jia-Bin Huang, **Qinbo Li**, Chih-Yao Ma, Johannes Kopf, Ming-Hsuan Yang, Hung-Yu Tseng, “Taming Latent Diffusion Model for Neural Radiance Field Inpainting”, **ECCV** 2024
- Jaehoon Choi, Rajvi Shah, **Qinbo Li**, Yipeng Wang, Ayush Saraf, Changil Kim, Jia-Bin Huang, Dinesh Manocha, Suhib Alsisan, Johannes Kopf, “LTM: Lightweight Textured Mesh Reconstruction of Unbounded Scenes Using Neural Fields”, **CVPR** 2024
- Hung-Yu Tseng, **Qinbo Li**, Changil Kim, Suhib Alsisan, Jia-Bin Huang, Johannes Kopf, “Consistent View Synthesis with Pose-Guided Diffusion Models”, **CVPR** 2023
- **Qinbo Li** and Nima Kalantari, “Synthesizing Light Field From a Single Image with Variable MPI and Two Network Fusion”, **SIGGRAPH Asia**, 2020
- **Qinbo Li**, et al., “Video Face Recognition with Audio-Visual Aggregation Network”, **International Conference on Neural Information Processing**, 2021
- **Qinbo Li** and Yoonsuck Choe, “Construction and Use of Tools through Hierarchical Deep Reinforcement Learning”, Human-like Behavior and Cognition Workshop in **IROS**, 2021

Skills & EXPERTISE

Python, C/C++, PyTorch, CUDA

Diffusion Model, RLHF, DPO, Gaussian Splatting, NeRF

Distributed training, Memory profiling, Model distillation & pruning