

# Liangchen Li



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## EDUCATION

University of Science and Technology of China	Hefei, China
Ph.D. in Mathematics	Sep. 2022 – Present
B.S. in Mathematics	Sep. 2018 – Jun. 2022
• Mentor: Prof. Juyong Zhang	
• Related Coursework: Computer Aided Geometric Design, Computer Graphics, Finite Element Method, Numerical Analysis, Mathematical Analysis, Numerical Algebra	

## RESEARCH INTERESTS

### 3D Computer Vision & Graphics

- Differentiable Rendering
- 3D Generative Models
- Scene Modeling and Representing
- Human-Object Interaction and Pose Estimation

Open to Exploring New Research Domains beyond Current Interests

## SKILLS & HOBBIES

Programming Python, C++

English TOEFL 105 (R30/L29/S19/W27)

Tools pytorch, L<sup>A</sup>T<sub>E</sub>X, MarkDown, Matlab, Mathematica, Adobe (Illustrator, Premiere, Photoshop)

## RESEARCH EXPERIENCE

### Shape from Semantics: 3D Shape Generation from Multi-View Semantics 2025

- Liangchen Li, Caoliwen Wang, Yuqi Zhou, Bailin Deng, Juyong Zhang
- Introduced a novel 3D modeling task that generates 3D shapes presenting shapes that conform to different semantics when observed from different views.
- [Project Page](#) | [Paper Link](#)

### Joint Deblurring and 3D Reconstruction for Macrophotography 2024

- Yifan Zhao, Liangchen Li, Yuqi Zhou, Kai Wang, Yan Liang, Juyong Zhang
- Proposed a joint deblurring and 3D reconstruction method for microscopic imaging.
- Accepted by **PG 2025**. [Paper Link](#)

### $L_0$ -Sampler: An $L_0$ Model Guided Volume Sampling for NeRF 2023

- Liangchen Li, Juyong Zhang
- Proposed the  $L_0$ -Sampler, an enhanced sampling strategy that concentrates sampling by shaping  $w(t)$  to approximate the  $L_0$  distance form.
- Accepted by **CVPR 2024**
- [Project Page](#) | [Code Link](#)

### A Dataset for Human-Object Interaction Volumetric Video Generation 2025

- As the leading researcher.
- Captured a high-fidelity dataset of 4D HOI data with rendering, and utilized it for the generation of 4D human-object interaction scenes.