

Liangchen Li

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EDUCATION

University of Science and Technology of China
Ph.D. in Mathematics
B.S. in Mathematics

Hefei, China
Sep. 2022 – Present
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, \LaTeX , 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.