

Liangchen Li



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🎂 Date of Birth: April 2000 | 🌐 <https://github.com/VVM-hub>

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^AT_EX, 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
- Tried to add a random optimization algorithm to the 3D Gaussian scene representation to improve the camera tracking and rendering effects.
- [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. Advisor: Prof. Juyong Zhang.
- Proposed a high-fidelity dataset and a more flexible pipeline for 4D scene generation on the human-object interaction scene.