

LIAO WANG

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EDUCATION

ShanghaiTech University

2020 - Present

Ph.D. Candidate, Major in Computer Vision and Graphics

Advisor: Professor Jingyi Yu, Professor Lan Xu

GPA 3.83/4.0

University of California, Berkeley

2018.7 - 2018.8

Summer Session

GPA 4.0/4.0

ShanghaiTech University

2016-2020

Bachelor, Major in Computer Science

GPA 3.61/4.0, top 15%

RESEARCH INTERESTS

My research interest lies in computer vision and computer graphics, including neural rendering, dynamic scene reconstructing.

Recently, I am focused on using neural radiance field based methods to perform fast dynamic scene reconstruction.

PUBLICATIONS

- Fourier PlenOctrees for Dynamic Radiance Field Rendering in Real-time.
Liao Wang, Jiakai Zhang, Xinhang Liu, Fuqiang Zhao, Yanshun Zhang, Yingliang Zhang, Minye Wu, Lan Xu, Jingyi Yu
(CVPR 2022) [[Project](#) | [Paper](#)]
- iButter: Neural Interactive Bullet Time Generator for Human Free-viewpoint Rendering.
Liao Wang, Ziyu Wang, Pei Lin, Yuheng Jiang, Xin Suo, Minye Wu, Lan Xu, Jingyi Yu
ACM MM 2021 (Oral) ACM Multimedia [[Project](#) | [Paper](#)]
- MirrorNeRF: One-shot Neural Portrait Radiance Field from Multi-mirror Catadioptric Imaging.
Ziyu Wang, **Liao Wang**, Fuqiang Zhao, Minye Wu, Lan Xu, Jingyi Yu
(ICCP 2020) International Conference on Computational Photography [[Paper](#)]
- Neural Opacity Point Cloud.
Cen Wang, Minye Wu, Ziyu Wang, **Liao Wang**, Hao Sheng, Jingyi Yu
(TPAMI 2020) IEEE Transactions on Pattern Analysis and Machine Intelligence [[Project](#) | [Paper](#)]

PROJECTS

Rendering radiance field on Looking Glass in Real-time

Built up a Looking Glass Radiance Field Viewer. It enables an immersive and interactive viewing experience for the neural radiance field on the light field displays.

Neural Reflectance Fields for Appearance Acquisition ++

Reproduce Neural Reflectance Fields for Appearance Acquisition and improve its results.

3D Human Reconstruction using a Dome System

Using more than 60 cameras to construct a dome system for multi-view stereo reconstruction. My work focuses on 3D human modeling and rendering.

EXPERIENCE

Teaching Assistant of Deep Learning

- Shared responsibility for recitations, coursework and project consulting.

AWARDS

National Undergraduate Mathematical Modeling Competition Undergraduate Group 2nd Prize *2018.10*
National College Students Mathematical Modeling Competition Shanghai Division Undergraduate Group 1st Prize *2018.10*
Shanghaitech University Excellent Student title *2018*
Shanghaitech University Excellent Scholarship *2017*
Shanghai International Geek Competition Hard Technology · Creating Future Vehicle Network Smart Application Darkhorse Competition 3rd Prize *2018.10*

TECHNICAL SKILLS

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|------------------------------|---|
| Programming Languages | Python (Pytorch), C, C++ (CUDA) |
| Softwares & Tools | Visual Studio, Pycharm, Jupyter Notebook, Android Studio Matlab, Agisoft, RealityCapture |
| Others | Adobe Photoshop, Premiere Latex, Markdown |