

Bingxuan Li

[✉ bingxuan.li@nyu.edu](mailto:bingxuan.li@nyu.edu) [🏡 Personal Website](#) [LinkedIn](#)

RESEARCH INTERESTS

- My research interests are at the intersection of deep learning and computer graphics, focusing on **3D understanding, reconstruction, and generation**.
- My recent work focuses on **physics-informed monocular depth estimation**, pushing toward a better trade-off between size and accuracy in depth cameras to enable compact, power-efficient depth sensing for applications such as AR glasses, small robotics, mobile devices, and wearable systems.

EDUCATION

New York University

Doctor of Philosophy in Computer Science

New York City, USA

Sep 2024 -

Advisor: Prof. Qi Sun

Peking University

Bachelor of Science in Computer Science with Honours, Turing Class

Beijing, China

Sep 2020 – June 2024

PUBLICATIONS

- **Image-GS: Content-Adaptive Image Representation via 2D Gaussians**
ACM SIGGRAPH 2025 | [Paper](#) | [Project](#)
Yunxiang Zhang*, Bingxuan Li*, Alexandr Kuznetsov, Akshay Jindal, Kenneth Chen, Anton Sochenov, Anton Kaplanyan, Qi Sun†
- **Proxy Tracing: Unbiased Reciprocal Estimation for Optimized Sampling in BDPT**
ACM Transactions on Graphics (ACM SIGGRAPH 2024) | [Paper](#) | [Project](#) | [Video](#)
Fujia Su*, Bingxuan Li*, Qingyang Yin, Yanchen Zhang, Sheng Li†

* Equal contributions

OTHER PUBLICATIONS

Nano-3D: Metasurface-Based Neural Depth Imaging

ACM SIGGRAPH 2025 Emerging Technologies | [Paper](#)

Bingxuan Li*, Jiahao Wu*, Yuan Xu*, Yunxiang Zhang, Zeheng Zhu, Nanfang Yu†, Qi Sun†

AWARDS

New York University

SoE Fellowship (2024)

Peking University

John Hopcroft Scholarship (2023)

Peking University

John Hopcroft Scholarship (2021)

Peking University

Freshman Scholarship (2020)

Chinese Chemistry Olympiad

Silver Metal (2018)

SKILLS

- **Programming:** Python, C/C++, C#
- **Tools:** PyTorch, CUDA, OpenGL, OptiX
- **Software:** Blender, Unity
- **Language:** Mandarin, English