

Bingxuan Li

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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 <i>Doctor of Philosophy in Computer Science</i> Advisor: Prof. Qi Sun	New York City, USA Sep 2024 -
Peking University <i>Bachelor of Science in Computer Science with Honours, Turing Class</i>	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, Zezheng 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