

Contact

www.linkedin.com/in/michael-chao-li (LinkedIn)

Top Skills

C++
OpenGL
Algorithms

Languages

Chinese (Native or Bilingual)
English (Professional Working)

Honors-Awards

Beijing Outstanding Graduates
Award (Top 5% undergraduate from
all universities in Beijing)
Big Data at AT&T Regional Fall
Case Competition Top 5

Publications

Motion Capture with Ellipsoidal
Skeleton using Multiple Depth
Cameras
Topology-Change-Aware Volumetric
Fusion for Dynamic Scene
Reconstruction
Translucent Material Transfer
Based on Single Images, Technical
Sketches
Image Based Detection of
Craniofacial Abnormalities using
Feature Extraction by Classical
Convolutional Neural Network
ArticulatedFusion: Real-time
Reconstruction of Motion, Geometry
and Segmentation Using a Single
Depth Camera

Chao Li

Research Scientist at Reality Labs Research, Meta
Redmond, Washington, United States

Summary

Great passion for VR/AR/MR research
My personal homepage: <https://mrbetacat.github.io/>

Experience

Meta
Research Scientist
May 2019 - Present (4 years)

Facebook
Research Intern
May 2018 - November 2018 (7 months)
San Francisco Bay Area

University of Texas at Dallas
5 years 10 months
Research Assistant
May 2014 - May 2018 (4 years 1 month)
RA at Computer Graphics & Animation Lab

Teaching Assistant
August 2013 - April 2014 (9 months)

Research Assistant
August 2012 - August 2013 (1 year 1 month)
RA at Computer Graphics & Animation Lab

Virtualbloks, LLC
3D Computer Graphics Researching & Engineering Intern
June 2016 - August 2016 (3 months)
Richardson, TX
Researching, designing, and implementing the 3D dynamic body
reconstruction software

Education

The University of Texas at Dallas

Doctor of Philosophy (PhD), Computer Graphics · (2012 - 2019)

Peking University

Master of Engineering (M.Eng.), Computer Graphics and Vision · (2009 - 2012)

Beijing Jiaotong University

Bachelor of Engineering (B.Eng.), Computer Software

Engineering · (2005 - 2009)