CONTACT

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SKILLS

Machine Learning

Computer Graphics

Python

C++

Linux

Git

Docker

Latex

LANGUAGES

Mandarin

English

Japanese

CHENHÃO LI

I am a PhD student at Osaka University. My research interests lie at the intersection between machine learning and computer graphics. Especially for inverse rendering, neural rendering using various types of sensors.

EDUCATION

Ph. D. - Computer Science

Osaka University - Suita, Osaka (Japan)

2021 - ongoing

Master - Computer Science

Kyushu University - Nishi-ku, Fukuoka (Japan)

2019 - 2021

Research Student - Computer Science

Hiroshima University - Higashi-Hiroshima, Hiroshima (Japan)

2018 - 2019

Bachelor - Computer Science

Nanjing Xiaozhuang University - Nanjing, Jiangsu (China)

2013 - 2017

June. 2024

June 2023

PUBLICATIONS

NeISF: Neural Incident Stokes Field for Geometry

and Material Estimation

IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2024

Chenhao Li, Taishi Ono, Takeshi Uemori, Hajime Mihara, Alexander Gatto, Hajime Nagahara, Yusuke Moriuchi

Inverse Rendering of Translucent Objects using Physical and Neural Renderers

IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2023, pp. 12510-12520

Chenhao Li, Trung Thanh Ngo, Hajime Nagahara

Cross-language font style transfer Applied Intelligence, 2023, pp. 1–15 Feb. 2023

Jan. 2021

Chenhao Li, Yuta Taniguchi, Min Lu, Shin'ichi Konomi, Hajime Nagahara

Few-Shot Font Style Transfer Between Different Languages

Proceedings of the IEEE/CVF Winter Conference on Applications of Computer Vision (WACV), 2021, pp. 433-442

Chenhao Li, Yuta Taniguchi, Min Lu, Shin'ichi Konomi

WORK EXPERIENCES

Research Intern SONY - Shinagawa-ku, Tokyo (Japan)

2023.6 - 2023.11

Conducting research on the application of polarization sensors for multiview inverse rendering.

HONORS & SCHOLARSHIPS

Recipient of Osaka University Fellowship

https://www.ist.osaka-u.ac.jp/japanese/campus-life/fellowship.html

2021-ongoing