

# RUIHUI LI

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## EDUCATION

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<b>The Chinese University of Hong Kong (CUHK)</b> Ph.D. in Computer Science and Engineering Advisor: Prof. Chi-Wing Fu	08/2017 - Present
<b>Hunan University (HNU), China</b> M. Sc. in Computer Science and Technology GPA: 3.6/4.0	09/2014 - 07/2017
<b>Hunan University (HNU), China</b> B.Eng. in Computer Science and Technology GPA: 3.5/4.0	09/2010 - 07/2014

## RESEARCH INTERESTS

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3D Vision, Point Cloud Processing, Computer Graphics and Deep Learning.

## AWARDS AND HONORS

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National Scholarships (the <b>highest</b> scholarship for graduate students in China)	2016
Second Prize in Intel Cup Undergraduate Electronic Design Contest	2014
Gold Award of Pan-Pearl-River-Delta University IT Project Competition in China	2014
First Prize Undergraduate Scholarship	2011&2012&2013
Award of Pacemaker to Merit Student	2011

## PUBLICATIONS

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Conference Papers:

- [C3] *PointAugment: an Auto-Augmentation Framework for Point Cloud Classification*  
**Ruihui Li**, Xianzhi Li, Pheng-Ann Heng and Chi-Wing Fu  
IEEE Conference on Computer Vision and Pattern Recognition (**CVPR**), 2020
- [C2] *PU-GAN: a Point Cloud Upsampling Adversarial Network*  
**Ruihui Li**, Xianzhi Li, Chi-Wing Fu, Daniel Cohen-Or, and Pheng-Ann Heng  
IEEE International Conference on Computer Vision (**ICCV**), 2019
- [C1] *Enhancing Augmented VR Interaction via Egocentric Scene Analysis*  
Yang Tian, Chi-Wing Fu, Shengdong Zhao, **Ruihui Li**, Xiao Tang, Xiaowei Hu, and Pheng-Ann Heng  
Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (**Ubicomp**), 2019

Papers Under Review:

- [U3] *Anonymous*  
Chao Huang\*, **Ruihui Li**\*, Xianzhi Li and Chi-Wing Fu (\*joint 1st authors)  
European Conference on Computer Vision (**ECCV**), 2020

[U2] *Anonymous*

Xianzhi Li, **Ruihui Li**, Chi-Wing Fu, Guangyong Chen, Daniel Cohen-Or, and Pheng-Ann Heng  
European Conference on Computer Vision (**ECCV**), 2020

[U1] *DNF-Net: a Deep Normal Filtering Network for Mesh Denoising (Major revision)*

Xianzhi Li, **Ruihui Li**, Lei Zhu, Chi-Wing Fu, and Pheng-Ann Heng  
IEEE Transaction on Visualization and Computer Graphics (**TVCG**), 2019

## TECHNICAL SKILLS

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<b>Languages</b>	Python, C/C++, Java, Matlab
<b>Toolkits</b>	OpenGL, TensorFlow, Pytorch

## TEACHING ASSISTANT

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CSCI 5210 Advanced Topics in Computer Graphics and Visualization	Spring 2020
CSCI 3260 Principles of Computer Graphics	Fall 2018&2019
CSCI3180 Principles of Programming Language	Spring 2019
ENGG1110J Problem Solving by Programming	Spring 2018
CSCI1130 Introduction to Computing Using Java	Fall 2017