

# RUILONG LI

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I am a second year PhD student at the University of Southern California and Research Assistant at the USC Institute for Creative Technologies, advised by Prof. Hao Li. My current research interests widely spread in Computer Vision & Graphics & Machine Learning, especially in representation learning of human body, face and motion.

## EDUCATION

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**Ph.D - University of Southern California, Los Angeles, USA**

*Sept. 2019 - Present*

Major: Computer Science

Research Group: Vision & Graphics Lab, USC Institute for Creative Technologies

Advisor: Prof. Hao Li

Research Topics: 3D human synthesis and digitization.

**M.Eng. - Tsinghua University, Beijing, China**

*Sept. 2016 - July 2019*

Major: Computer Science and Technology

Research Group: Graphics & Geometry Computing Group

Co-Advisor: Prof. Shi-Min Hu and Prof. Song-Hai Zhang

Research Topics: Image detection, segmentation; Human pose estimation; Image generation.

**B.S. - Tsinghua University, Beijing, China**

*Sept. 2012 - July 2016*

Major: Mathematics and Physics

## PUBLICATIONS

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**Ruilong Li\***, Shan Yang\*, David Ross and Angjoo Kanazawa. *Learn to Dance with AIST++: Music Conditioned 3D Dance Generation*. **In Submission**. (\* equal contribution)

**Ruilong Li**, Kyle Olszewski, Yuliang Xiu, Shunsuke Saito, Zeng Huang and Hao Li. *Volumetric Human Teleportation*. **Siggraph Real-time Live 2020**. [\[Link\]](#) **Best Show Award**

**Ruilong Li\***, Yuliang Xiu\*, Shunsuke Saito, Zeng Huang, Kyle Olszewski and Hao Li. *Monocular Real-Time Volumetric Performance Capture*. **ECCV 2020**. [\[Link\]](#) (\* equal contribution)

**Ruilong Li\***, Karl Bladin\*, Yajie Zhao\*, Chinmay Chinara, Owen Ingraham, Pengda Xiang, Xinglei Ren, Pratusha Prasad, Bipin Kishore, Jun Xing and Hao Li. *Learning Formation of Physically-Based Face Attributes*. **CVPR 2020**. [\[Link\]](#) (\* equal contribution)

Miao Wang, Guo-Ye Yang, **Ruilong Li**, Run-Ze Liang, Song-Hai Zhang, Peter Hall and Shi-Min Hu. *Example-Guided Image Synthesis using Adversarial Networks with Genre Consistency*. **CVPR 2019**. [\[Link\]](#)

Song-Hai Zhang, **Ruilong Li** †, Xin Dong, Paul L. Rosin, Zixi Cai, Xi Han, Dingcheng Yang, Haozhi Huang and Shi-Min Hu. *Pose2Seg: Detection Free Human Instance Segmentation*. **CVPR 2019**. († first student author) [\[Link\]](#)

Xian Wu, **Ruilong Li**, Fang-Lue Zhang, Jian-Cheng Liu, Jue Wang, Ariel Shamir and Shi-Min Hu.

*Deep Portrait Image Completion and Extrapolation.* **IEEE Transactions on Image Processing (TIP) 2019.** [[Link](#)]

Fang-Lue Zhang, Xian Wu, **RuiLong Li**, Zhao-Heng Zheng, Jue Wang and Shi-Min Hu. *Detecting and Removing Visual Distractors for Video Aesthetic Enhancement.* **IEEE Transactions on Multimedia (TMM) 2018.** [[Link](#)]

## POSITIONS

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**Google Research, Mountain View, CA, USA** May 2020 - Present  
*Research Intern*

- Group: Perception Team
- Research topic: Conditional music 3D human motion generation.
- Mentor: Shan Yang and Angjoo Kanazawa

**USC Institute for Creative Technologies** Aug 2019 - Present  
*Research Assistant*

- Group: Vision & Graphics Lab
- Research topic: 3D human synthesis and digitization.
- Mentor: Hao Li

**Bytedance AI Lab, Beijing, China** June 2017 - Aug. 2017  
*Research Intern*

- Research topic: Real-time CNN on mobile device for hair matting and re-color.
- Algorithm integrated into FaceU APP, becoming the top selfie filter most commonly used in the quarter.

## ACADEMIC SERVICES

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**Reviewer: CVPR20, CVPR21, ACCV20, WACV21, Eurographics21.**

## AWARDS & HONORS

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**ACM SIGGRAPH Real-time Live! 2020 “Best In Show” Award**, ACM SIGGRAPH. 2020  
**6th/182**, AIChallenger Global Competition, Human Pose Estimation Track. 2017  
**Best Demo Award**, China Multimedia Conference (ChinaMM) 2017  
**Kwang-Hua Scholarship**, Tsinghua University 2014  
**Top 200 (0.04%)**, Chinese Physics Olympiad (CPhO) 2012

## TEACHING ASSISTANT

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C++ Programming Design, Tsinghua University. Spring 2017

## SKILLS & TESTS

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Skilled Knowledge: Python, Matlab  
Basic Knowledge: JavaScript, Html, CSS, Linux  
Techniques: OpenGL, OpenCV, Pytorch, Caffe, Tensorflow