

Zhong Li

CONTACT INFORMATION	Sunnyvale, CA, USA zhonglee323@gmail.com	Personal website Google scholar
RESEARCH INTERESTS	Vision and Graphics related field. 3D Non-rigid Dynamic Human Shape Reconstruction, Free-viewpoint and 3D Video, Dynamic Mesh Sequences Compression.	
EDUCATION	University of Delaware , Newark, Delaware Ph.D, Computer Science, Winter 2019 <ul style="list-style-type: none">• Advisors: Jingyi Yu, Ph.D University of Missouri , Columbia, Missouri M.S, Computer Science, Summer 2015 <ul style="list-style-type: none">• Advisor: Ye Duan, Ph.D	
EXPERTISE	3D Computer Vision, Computational Photography, Computer Graphics, Human Digitization, 3D Reconstruction, Light Fields, Neural Rendering, Image based relighting, Deep Learning, Image Processing	
INDUSTRIAL EXPERIENCE	Innopeak Technology(A.K.A. OPPO Research USA) , Palo Alto, CA, USA <i>Senior Staff/Senior Research Scientist/Technical Lead</i> March 2021 - Present <ul style="list-style-type: none">• <i>Neural Rendering: Novel View Synthesis Technique</i><ul style="list-style-type: none">– Neural free viewpoint rendering: developed an efficient and robust deep learning solution for novel view synthesis of complex scenes.– Neural free viewpoint rendering & relighting: developed an novel view synthesis method under arbitrary lighting conditions.• <i>Human Face Light-Field and Photometric Capture Dome: 40 LED light synchronized with triggered 13 DSLR cameras.</i><ul style="list-style-type: none">– Hardware setup: LED light circuit connection & DSLR camera trigger connection & arduino control.– Post-processing pipeline: Geometry Reconstruction, light direction calibration, Photometric stereo,etc. <i>Senior Research Scientist/Technical Lead</i> March 2019 - August 2021 <ul style="list-style-type: none">• <i>Lead a team to deliver on-device real-time TOF/RGB human motion capture function for OPPO future AR wearable device and virtual human project.</i> <i>Demo teaser:OPPO official twitts</i><ul style="list-style-type: none">– Dataset Generation: Design and implemented several fully automatic TOF/RGB/Fisheye 2D/3D human motion capture GT joint data collection pipelines using VICON/Kinect sensor/3D render.– Algorithm developement: Robust on-device real-time 2D/3D human pose estimation, 3D avatar driven, 3D parametric human recovery.– Algorithm Deployment: Deploy deep learned models using on-device SDK(SNPE,ONNX) running on DSP/ARM/GPU in modern SOC.	

- Lead human digitization from single image project. Responsible for the core algorithm design and implementation.

DGene US Research, Santa Clara, CA, USA

Graphics & Vision Research Intern

Feb 2017 - Aug 2017

- Develop an algorithm combine Poisson Reconstruction and Visual Hull to improve multiple-view stereo reconstruction.
- Participate to build a multi-camera dome for dynamic object capturing for AR/VR Applications. The applied algorithms including Camera Calibration, Structure from Motion, Multiple-View Stereo Reconstruction.

SELECTED
PUBLICATIONS

1. **Zhong Li**, Liangchen Song, Celong Liu, Junsong Yuan and Yi Xu. NeuLF: Efficient Novel View Synthesis with Neural 4D Light Field. **ArXiv**, Dec, 2021.
2. Guo, Yuliang, **Zhong Li**, Zekun Li, Xiangyu Du, Shuxue Quan, and Yi Xu. "PoP-Net: Pose over Parts Network for Multi-Person 3D Pose Estimation from a Depth Image." In Proceedings of the IEEE/CVF Winter Conference on Applications of Computer Vision, (**WACV**), 2022.
3. Liu, Celong, Lingyu Wang, **Zhong Li**, Shuxue Quan, and Yi Xu. "Real-Time Lighting Estimation for Augmented Reality via Differentiable Screen-Space Rendering." IEEE Transactions on Visualization & Computer Graphics, (**TVCG**), 2022
4. Song, Liangchen, Sheng Liu, Celong Liu, **Zhong Li**, Yuqi Ding, Yi Xu, and Junsong Yuan. "Learning Kinematic Formulas from Multiple View Videos." In Proceedings of the 29th ACM International Conference on Multimedia, (**ACMM**), 2021.
5. **Li, Zhong**, Lele Chen, Celong Liu, Fuyao Zhang, Zekun Li, Yu Gao, Yuanzhou Ha, Chenliang Xu, Shuxue Quan, and Yi Xu. "Animated 3D Human Avatars from a Single Image with GAN-based Texture Inference." accepted by Computers & Graphics, (**C&G**) (2021).
6. **Zhong Li**, Yu Ji, Jingyi Yu, and Jinwei Ye. "3D Fluid Flow Reconstruction Using Compact Light Field PIV" accepted by European Conference on Computer Vision (**ECCV**), 2020.
7. Lele Chen, Guofeng Cui, Celong Liu, **Zhong Li**, Ziyi Kou, Yi Xu, and Chenliang Xu. "Talking-head Generation with Rhythmic Head Motion" accepted by European Conference on Computer Vision (**ECCV**), 2020.
8. Celong Liu, **Zhong Li**, Shuxue Quan, and Yi Xu. "Lighting Estimation via Differentiable Screen-Space Rendering." In 2020 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (**VRW**), pp. 575-576. IEEE, 2020.
9. Wei Yang, Yingliang Zhang, Jinwei Ye, Yu Ji, **Zhong Li**, Mingyuan Zhou, Jingyi Yu. "Structure from Motion on XSlit Cameras". accepted by IEEE Transactions on Pattern Analysis and Machine Intelligence (**TPAMI**), 2019
10. **Zhong Li**, Lele Chen, Celong Liu, Yu Gao, Yuanzhou Ha, Chenliang Xu, Shuxue Quan, Yi Xu. "3D Human Avatar Digitization from a Single Image". accepted by ACM SIGGRAPH International Conference on Virtual Reality Continuum and Its Applications in Industry (**ACM VRCAI**), 2019. **Oral presentation. Best Paper Award.**

11. **Zhong Li**, Xin Chen, WangYiteng Zhou, Yingliang Zhang, Jingyi Yu. "Pose2Body: Pose-Guided Human Parts Segmentation." accepted by IEEE Conference on on Multimedia and Expo (**ICME**), 2019. **Oral presentation**
12. **Zhong Li**, Minye Wu, WangYiteng Zhou, Jingyi Yu. "4D Human Body Correspondences from Panoramic Depth Maps." accepted by IEEE Conference on Computer Vision and Pattern Recognition (**CVPR**), 2018.
13. **Zhong Li**, Yu Ji, Wei Yang, Jinwei Ye, Jingyi Yu. "Robust 3D Human Motion Reconstruction Via Dynamic Template Construction." accepted by International Conference on 3D Vision (**3DV**), 2017. **Spotlight Oral presentation**
14. Yingliang Zhang, **Zhong Li**, Wei Yang, Peihong Yu, Haiting Lin, Jingyi Yu. "The Light Field 3D Scanner." accepted by IEEE International Conference on Computational Photography (**ICCP**), 2017. **Oral presentation**

TECHNICAL SKILLS

- *Programming Languages: Python, C/C++, Matlab, PHP, Mysql.*
- *Applications/Library platform: Pytorch, OpenCV, OpenGL, Android NDK, SNPE, ONNX, EIGEN, VCG library, CGAL, LATEX, Autodesk 3Ds Max, Autodesk Maya, Blender, Agisoft, Paraview.*
- *Operating Systems: Linux, Windows.*

PROFESSIONAL ACTIVITIES

- *Program Committee Member and Reviewer:*
Conference: AAAI 2020, 2021/ CVPR 2021, 2022/ ICCV 2021/ ECCV 2022 / ISMAR 2022
Journal: Computer&Graphics/Machine Vision&Applications/The Visual Computer Journal(TVCJ)

HONORS AND AWARDS

Outstanding Team Award, OPPO Research Institute, 2019/2020/2021
Breakthrough Innovation Award, OPPO Research Institute, 2020
Professional Development Award, University of Delaware, 2018.
Best Paper Award, ACM VRCAI 2019(ACM SIGGRAPH International Conference on Virtual Reality Continuum and Its Applications in Industry.)
Best Poster Award, SSIST 2018(ShanghaiTech Symposium on Information Science and Technology)
Excellent Undergraduate Thesis Award, Hunan University of Sci and Tech, 2012

US PATENT

- **Li, Zhong**, and Jason Chieh-sheng Yang. "Dynamic local temporal-consistent textured mesh compression." U.S. Patent Application No. 15/898,127.

ACADEMIC EXPERIENCE

Graphics & Imaging Laboratory, University of Delaware, Newark, USA
 Graduate Research Assistant **Sep 2015 - Dec 2018**
 Working on several projects related to 3D Computer Vision and Graphics

- **3D Human Body Non-Rigid Reconstruction**
 In multi-view human body capture systems, the recovered 3D geometry or even the acquired imagery data can be heavily corrupted due to occlusions, noise, limited field-of-view, etc. We present a graph-based non-rigid shape registration framework that can simultaneously recover 3D human body geometry and estimate pose/motion at high fidelity.

- **4D Dynamic Human Mesh Compression**

The availability of affordable 3D full body reconstruction systems has given rise to free-viewpoint video (FVV) of human shapes. Most existing solutions produce temporally uncorrelated point clouds or meshes with unknown vertex correspondences. Individually compressing each frame is ineffective and still yields to ultra-large data sizes. We present an end-to-end deep learning scheme to establish dense shape correspondences and subsequently compress the data.

- **Human Body Semantic Segmentation.**

We developed a novel technique that we call Pose2Body that robustly conducts human parts segmentation based on the pose estimation results. We partition an image into superpixels and set out to assign a segment label to each superpixel most consistent with the pose. We design special feature vectors for every superpixel-label assignment as well as superpixel-superpixel pairs and model optimal labeling as to solve for a conditional random field (CRF).

- **Light Field 3D Scanner**

We present a novel light field structure-from-motion (SfM) framework for reliable 3D object reconstruction. Specifically, we use the light field (LF) camera such as Lytro and Raytrix as a virtual 3D scanner.

CG & Image Understanding Lab, University of Missouri, Columbia, USA

Completed the Master Thesis

Feb 2013 - June 2015

- **3D Face Reconstruction and Tracking Using SIFT Iterative Closest Points By Consumer Depth Camera**

Develop an automatic 3D face reconstruction and pose estimation framework using consumer depth camera

TEACHING
EXPERIENCE

- 15 fall: CISC 106 GEN COMPUTER SCIEN FOR ENGNR
- 16 spring: CISC 220 DATA STRUCTURE