LI JI

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Department of Computer Science
University of Victoria

Education

- ph.D., Department of Computer Science, University of Victoria, 2016.
  - Thesis Title: Image Composition in Computer Rendering
- Bachelor of Engineering in Computer Science, Shanghai Jiaotong University, 2008.

Recent Publications

- Li J. et. al, *Composition and Perception Beyond Photorealism*, in 2016 International Symposium on Computational Aesthetics (CAe)
- Li J. et. al, *Rendering Artistic Light Patterns,* in 2015 International Symposium on Computational Aesthetics (CAe)

Professional Experience

- Engine programmer in Cebas Visual Technology (www.cebas.com), 2014.
- Game programmer in Tencent., Inc. (www.tencent.com), 2009
- Intern for Intel Asia-Pacific Research Center, 2008

Skills

- C++ / GPU graphics programming
  - Industrial and academic background on the Microsoft Windows / Visual Studio environment.
  - Specialize in Microsoft DirectX, with knowledge of relevant libraries such as Windows Imaging Component (WIC), etc.
  - Teaches undergraduate openGL/C++ courses in University of Victoria.
- Contemporary Visual Arts
  - Professional background in contemporary visual arts and curatorial experiences, specialize in photography.
  - Knowledgeable with common topics in visual arts, such as historical painting, sculpture and performance art.
  - Trained in common art tools in 2D (Adobe Photoshop, Illustrator, AfterEffects), and 3D (Maya/3ds Max).

Recent Social/Curatorial Services

- Organization Chair, AI / GI / CRV 2016 Conference (www.aigicrv.org).
- Curator, Photo-narrative exhibition of the library in University of Victoria (ongoing).