XIAO LI

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△ Research Interests

Computer Graphics and Computer Vision in the following topic:

- 3D reconstruction and generation
- Appearance modeling and (differentible) rendering
- Image-based modeling and synthesis

EDUCATION

University of Science and Technology of China

2013 - 2019

USTC-MSRA Joint Ph.D. in Pattern Recognition & Intelligent Systems

Department of Automation

Supervisor: Prof. Baining Guo and Prof. Yong Wang

University of Science and Technology of China

2009 - 2013

B.Eng. in Electronic Engineering

Department of Electronic Engineering and Information Science

EXPERIENCE

Media Computing group, Microsoft Research Asia

May. 2020 – Present

Researcher Manager: Dr. Yan Lu

Working as a researcher in Media Computing group.

Y-tech Graphics AI group, Kuaishou Technology

Aug. 2019 – May 2020

Algorithm Engineer Manager: Dr. Chongyang Ma

Conducted innovative R&D projects in the topic of AI for Computer Graphics. Provided algorithm solutions for Kuaishou's apps, e.g. Kuaishou / Yitian camera. Collaborated with universities and research institutes on cutting-edge CG/CV research.

Internet Graphics group, Microsoft Research Asia

July. 2014 – June. 2019

Research Intern (Joint Ph.D. program) Mentor: Dr. Xin Tong and Dr. Yue Dong

Worked as a research intern in Internet Graphics group. Conducted research on 3D shape modeling, appearance capture and modeling with learning approach.

Internet Graphics group, Microsoft Research Asia

July. 2012 – June. 2013

Research Intern (Pre-Ph.D. program) Mentor: Dr. Lvdi Wang

Worked as a research intern in Internet Graphics group. Conducted research and development on news visualization, image morphing, image-based hair modeling and interpolation.

PROFESSIONAL ACTIVITIES

 Paper reviewer: Pacific Graphics 2015 / 2016 / 2017; SIGGRAPH Asia 2019; CVPR 2020; SMI 2020; ECCV 2020

Social Activities

- Executive director, MSRA Joint Ph.D. Alumni, 2019 Present
- Team Leader, MSRA Intern Committee Activity Team, 2015 2018
- Co-organizer, MSRA Student TechFest 2016 / 2018
- City Volunteer, Beijing 2008 Summer Olympic Games

Portrait image manipulation and stylization

Oct. 2019 – Present

Developing multiple algorithms for application on portrait image manipulation, including semantic edge extraction, hand-drawn portrait stylization, and face image synthesis with GANs. Implemented algorithms are being integrated as features into "Kuaishou" video app and "Yitian" camera app.

3D shape synthesis from image collections

July. 2017 - Apr. 2019

Developed methods for category-specific 3D shapes generation with GAN. As 3D shape data of novel categories are either non-accessible or having few amounts, We developed a novel multi projection GAN method to use large amount of 2D silhouette image collections for training 3D shape generators.

Appearance modeling and capturing with learning approach

June. 2015 - Apr. 2019

Developed multiple methods for appearance modeling and capturing with learning methods. For single image appearance modeling, we developed a novel self-augment training scheme that utilize large amount of unlabeled photographs, overcoming the lack of labeled training data in appearance modeling field; for appearance capturing, we developed a unified deep inverse rendering framework that optimizes for the appearance parameters in a data-driven latent embedded space, which enables high-resolution appearance estimation from an arbitrary number of inputs.

Hair modeling and synthesis from portrait images

Nov. 2012 - July 2013

Developed methods to generate strand-based 3D hair models from single portrait images and synthesis novel 3D hair shapes by building strand-to-strand correspondences and morphing between multiple hair models.

Publications

Pacific Graphics

2013

PUBLICATIONS		
MM 2020 (in submission)	Distribution Aligned Multi-Domain and Multimodal Image Stylization Minxuan Lin, Xiao Li , Fan Tang, Chongyang Ma, Weiming Dong	
CVPR 2019	Synthesizing 3D Shapes from Silhouette Image Collections using Multi-projection Generative Adversarial Networks Xiao Li , Yue Dong, Pieter Peers, Xin Tong	
SIGGRAPH 2019	Deep Inverse Rendering for High-resolution SVBRDF Estimation from an Arbitrary Number of Images Duan Gao*, Xiao Li* , Yue Dong, Pieter Peers, Xin Tong (*equal contribution)	
arxiv preprint	Mimicking the In-Camera Color Pipeline for Camera-Aware Object Compositing Jun Gao, Xiao Li , Liwei Wang, Sanja Fidler, Stephen Lin	
CGI 2019 (short paper)	Capturing Piecewise SVBRDFs with Content Aware Lighting Xiao Li, Peiran Ren, Yue Dong, Gang Hua, Xin Tong, Baining Guo	
Pacific Graphics 2018	Single Photograph Surface Appearance Modeling with Self-augmented CNNs and Inexact Supervision Wenjie Ye, Xiao Li , Yue Dong, Pieter Peers, Xin Tong	
SIGGRAPH 2017	Modeling Surface Appearance from a Single Photograph using Self-Augmented Con-	

Yanlin Weng, Lvdi Wang, Xiao Li, Menglei Chai, Kun Zhou

volutional Neural Networks

Xiao Li, Yue Dong, Pieter Peers, Xin Tong

Hair Interpolation for Portrait Morphing

🗱 SKILLS

• Programming: C++ / Python / CUDA

• Machine learning framework: Tensorflow / PyTorch / Caffe

• Languages: Mandarin / English

♥ Honors and Awards

Microsoft Research Asia Stars of Tomorrow (Award of Excellence)	June. 2019
Most Creative Award, MSRA Student TestFest 2018	April. 2018
Hitachi Scholarship, University of Science and Technology of China	Sept. 2012
Excellent Student Scholarship, Sliver, University of Science and Technology of China	Sept. 2011
Excellent Student Scholarship, Bronze, University of Science and Technology of China	Sept. 2010