

Qihao He

phyqh@tamu.edu | github.com/phyqh | phyqh.github.io

Education

Texas A&M University Doctor of Philosophy in Computer Science, GPA 3.88/4.00 Available for 2026 Summer Research Internship	May 2025 – Present College Station, TX, USA May 2026 – Aug. 2026
Texas A&M University Master of Science in Computer Science	Aug. 2023 – May 2025 College Station, TX, USA
The Hong Kong University of Science and Technology Bachelor of Science in Data Science and Technology & Computer Science, GPA 3.65/4.30 • 2022/23 CSE Best Final Year Project: <u>Real-time Vacancy Detection System</u>	Sep. 2019 – Jun. 2023 Kowloon, Hong Kong

Publications

Neural Importance Sampling of Many Lights Pedro Figueiredo, Qihao He , Steve Bako, Nima Khademi Kalantari SIGGRAPH 2025	Sep. 2024 – Mar. 2025
Neural Path Guiding with Distribution Factorization Pedro Figueiredo, Qihao He , Nima Khademi Kalantari EGSR 2025	Sep. 2023 – Jan. 2025

Work Experience

<u>Aurora</u> Software Engineer Intern, Synthetic World and Sensor Simulation Team <i>Topic: Many-light rendering.</i> • Implemented Stochastic Lightcuts, organized in spatial cells within a Bounding Volume Hierarchy.	May 2024 – Aug. 2024 Mountain View, CA, USA
<u>Capmi Technology</u> Software Developer Intern <i>Topic: IMU-based motion capture.</i> • Implemented Foot Rooted Kinematic Model and Kalman Filtering algorithms for an inertial motion capture system.	Jun. 2022 – Aug. 2022 New Territories, Hong Kong

Projects

Volumetric Rendering • Research volumetric path tracer with neural and inverse rendering capabilities for graphics applications.	Sep. 2024 – Present
Graphics Projects github.com/iphyqh/course_projects_pg • Geometry Processing. Implemented Laplacian smoothing methods and a Laplacian mesh editing technique. • Rendering. Implemented volumetric cloud rendering using fractal noise and ray marching.	Sep. 2022 – Dec. 2022
Pixel Fantasy github.com/phyqh/Pixel-Fantasy • An OpenGL-based game featuring a 3D ARPG with 2D Sprites without dependence on game engine.	Feb. 2022 – May 2022

Teaching Experience

Teaching Assistant for CSCE 441: Computer Graphics Instructor: Dr. Nima Kalantari	Texas A&M University, Fall 2025
---------------------------------------------------------------------------------------------	---------------------------------

Skills

- **Programming Languages:** Python, C++, CUDA, Java, Scala
- **Tech Skills:** PyTorch, Mitsuba 3, OptiX, Embree, OpenGL