

Qihao He

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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: [Real-time Vacancy Detection System](#)

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

Aurora

Software Engineer Intern, Synthetic World and Sensor Simulation Team

May 2024 – Aug. 2024

Mountain View, CA, USA

Topic: Many-light rendering.

- Implemented Stochastic Lightcuts, organized in spatial cells within a Bounding Volume Hierarchy.

Capmi Technology

Software Developer Intern

Jun. 2022 – Aug. 2022

New Territories, Hong Kong

Topic: IMU-based motion capture.

- Implemented Foot Rooted Kinematic Model and Kalman Filtering algorithms for an inertial motion capture system.

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

Sep. 2022 – Dec. 2022

- **Geometry Processing.** Implemented Laplacian smoothing methods and a Laplacian mesh editing technique.
- **Rendering.** Implemented volumetric cloud rendering using fractal noise and ray marching.

Pixel Fantasy github.com/phyqh/Pixel-Fantasy

Feb. 2022 – May 2022

- An OpenGL-based game featuring a 3D ARPG with 2D Sprites without dependence on game engine.

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

Last Updated in October, 2025