Jiahui Fan (Dr.-Ing)

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Bio

Jiahui Fan's research focuses on combining AI for rendering and inverse rendering problems, with an emphasis on:

- neural appearance modeling
- lightweight material acquisition, and
- inverse rendering of complex appearances and objects.

Jiahui Fan has received his Ph.D. degree at Nanjing University of Science and Technology in 2025, under the supervision of Prof. Jian Yang and Prof. Beibei Wang. He interned at Disney Research | Studio in 2023, and has received his Bachelor's at NJUST in 2020. Jiahui Fan has published several papers at top venues such as SIGGRAPH, CVPR, and IEEE TVCG.

Education and Work Experience

- Ph.D, Computer Graphics, Nanjing University of Science and Technology (2020.09 - 2025.11)
- Internship, Disney Research | Studio, Zurich (2023.06 – 2023.09)
- Bachelor, Computer Science, Nanjing University of Science and Technology (2016.09 - 2020.06)

Honors and Awards

- CSIG 2025 Outstanding Presentation Award
- 2022 Style3D Graphics Scholarship
- GAMES 2022 Best Poster Award
- National Scholarship 2022

Featured Publications

- *Neural Layered BRDFs*, **Jiahui Fan,** Beibei Wang, Miloš Hašan, Jian Yang and Ling-Qi Yan, **SIGGRAPH 2022**
- *Neural Biplane Representation for BTF Rendering and Acquisition*, **Jiahui Fan**, Beibei Wang, Miloš Hašan, Jian Yang and Ling-Qi Yan, **SIGGRAPH 2023**
- *RNG: Relightable Neural Gaussians*, **Jiahui Fan,** Fujun Luan, Jian Yang, Miloš Hašan, Beibei Wang, **CVPR 2025**
- *Efficient Specular Glints Rendering with Differentiable Regularization*, **Jiahui Fan**, Beibei Wang, Wenshi Wu, Miloš Hašan, Jian Yang and Ling-Qi Yan, **IEEE TVCG 2021**

Extracurricular

Apart from my research, I'm also deeply interested in modern dramas, rock music, Formula 1 races, TRPGs, video games, and foreign languages.