

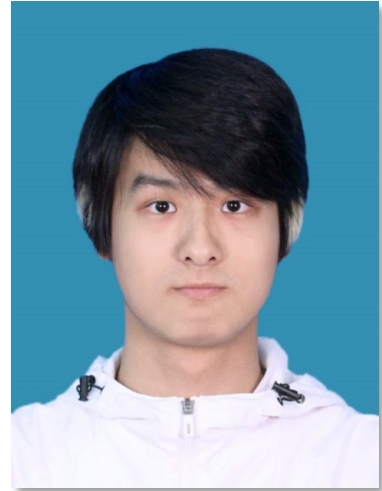
# Jiahui Fan (Dr.-Ing)

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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.