

# YINYU NIE

[Website](#)   [Google Scholar](#)   [Github](#)   [Twitter](#)

Snap Inc., London, UK

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## EDUCATION

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**Bournemouth University, U.K.**

*January 2017 - April 2021*

**PhD**, 3D computer vision, Scene understanding.

Thesis: “Holistic Indoor Scene Understanding, Modelling and Reconstruction from Single Images”.

National Centre for Computer Animation, Faculty of Media and Communication.

**Southwest Jiaotong University, China.**

*September 2014 - December 2016*

**MEng**, Vehicle system dynamics, Image-based vehicle body modelling.

Thesis: “Data-driven simulation framework for railway vehicle dynamics”.

State Key Laboratory of Traction Power.

**Southwest Jiaotong University, China.**

*September 2010 - June 2014*

**BSc**, Statistics.

School of Mathematics.

## RESEARCH INTERESTS

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3D Computer Vision and Graphics including: **1)** 3D Scene Understanding, Reconstruction; **2)** Geometric Learning and Representation; **3)** Multi-view Geometry and Neural Rendering; **4)** Human Agent for Embodied AI.

## RESEARCH EXPERIENCE

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**Snap Inc., London, UK**

*2025 - Present*

Generative ML Engineer in 3D Computer Vision

**Noah’s Ark Lab, Huawei**

*2023 - 2025*

Research Scientist in 3D Computer Vision

**Technical University of Munich, Germany**

*April 2021 - 2023*

Post-doctoral researcher with Prof. Matthias Nießner

**National Centre for Computer Animation, U.K.**

*January 2017 - April 2021*

PhD researcher

Topics: Content-aware indoor scene understanding and modeling.

Supervisors: Jian Chang, Jian J Zhang.

**The Chinese University of Hong Kong (Shenzhen), China**

*August 2019 - December 2020*

Visiting PhD researcher

Topics: 3D scene understanding and reconstruction.

Project Instructor: Xiaoguang Han.

**State Key Laboratory of Traction Power, China.**

*September 2013 - December 2016*

Postgraduate researcher

Topics: Photo-based 3D modelling of train accident scenes; Data-driven vehicle dynamics simulation.

Supervisor: Zhao Tang.

## SKILLS

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Proficient in deep learning / machine learning techniques in computer vision and graphics with related programming languages and tools.

**Programming:** Python, C/C++, HTML, L<sup>A</sup>T<sub>E</sub>X, Mathematica, Matlab

**Tools:** Pytorch, Tensorflow, OpenCV, VTK, Blender, Zbrush, UE5, Substance Painter.

## PROFESSIONAL SERVICES

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**Conference Reviewer:** CVPR'22-25, Siggraph'24-25, Siggraph Asia'24-25, ICCV'23-25, ECCV'22-24, ICLR'24, 3DV'22-25, NeurIPS'23-25, ICML'24, AAAI'24

**Journal Reviewer:** TPAMI, TVCG, CGF, ISPRS, Computers & Graphics

**Program Committee:** CASA'20 - Present

## TEACHING

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**Teaching Assistant:** Advanced Deep Learning for Computer Vision, 2021-Present, TU Munich.

## AWARDS & HONORS

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**02/2023** IJCARS 2021 Best Paper Award, 2nd Prize

**07/2022** CASA 2022 AniNex Workshop, Best Paper Award, 2nd Prize

**06/2020** CVPR 2020 Paper Award nominee (selection rate $\approx$ 0.4%)

**05/2018** CASA 2018 Best Paper Award, 1st Prize

## TALKS

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**11/2024 3D Shape Representations and AI**

Invited lecture by Dr. Wenshu Zhang, University of the Arts London, London, UK

**07/2024 On the Boundary of 3D Asset Reconstruction and Generation**

Invited talk by Dr. Xiaofei Wu, Huawei Noah's Ark Lab, Shenzhen

**11/2023 3D Data Structures and AI**

Invited lecture by Dr. Wenshu Zhang, University of the Arts London, London, UK

**11/2023 Self-supervised 3D Reconstruction**

Invited talk by Dr. Xiaofei Wu, Noah's Ark Lab, Huawei, London, UK

**09/2023 Towards Self-supervised 3D Scene Understanding and Reconstruction**

Invited talk by Dr. Xiaoguang Han, The Chinese University of Hong Kong (Shenzhen), China

**09/2023 3D Scene Understanding, Reconstruction and Generation**

Invited talk by Dr. Qian Yu, Beihang University, Beijing, China

**06/2023 Learning 3D Scene Priors with 2D Supervision**

Poster Presentation, CVPR 2023, Vancouver, Canada

**12/2022 3D Shape Reconstruction from Different Modalities**

Invited talk by Dr. Kai Zhang, Southwest Jiaotong University, Chengdu, China

**11/2022 3D Indoor Scene Understanding from Different Modalities**

Invited talk by Dr. Shihui Guo, Xiamen University, Xiamen, China

**10/2022 Pose2Room: Understanding 3D Scenes from Human Activities**

Poster Presentation, ECCV 2022, Tel-Aviv, Israel

**04/2022 Holistic 3D Scene Understanding from Images, Point Clouds and Human Activities**

Invited talk, HiGraphics Workshop 2022, Hirschegg, Austria

**06/2021 RfD-Net: Point Scene Understanding by Semantic Instance Reconstruction**

Poster Presentation, CVPR 2021, Virtual

**12/2020 Skeleton-bridged Point Completion: From Global Inference to Local Adjustment**

Poster Presentation, NeurIPS 2020, Virtual

**06/2020 Total3DUnderstanding: Joint Layout, Object Pose and Mesh Reconstruction for Indoor Scenes from a Single Image**

Oral Presentation, CVPR 2020, Virtual

**05/2018 Semantic Modelling of Indoor Scenes with Support Inference from a Single Photograph**

Oral Presentation, CASA 2018, Beijing, China

## SELECTED PUBLICATIONS

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Chen, Y., **Nie, Y.**, Ummenhofer, B., Birkel, R., Paulitsch, M. and Nießner, M., 2025. PBR-SR: Mesh PBR Texture Super Resolution from 2D Image Priors. arXiv preprint arXiv:2506.02846.

Chen, Y., Jiang, J., Jiang, K., Tang, X., Li, Z., Liu, X. and **Nie, Y.**, 2025. DashGaussian: Optimizing 3D Gaussian Splatting in 200 Seconds. arXiv preprint arXiv:2503.18402. (CVPR2025 **Highlight**)

Luo, Z., Liu, H., Li, C., Du, W., Jin, Z., Sun, W., **Nie, Y.**, Chen, W. and Han, X., 2024. GarVerseLOD: High-Fidelity 3D Garment Reconstruction from a Single In-the-Wild Image using a Dataset with Levels of Details. arXiv preprint arXiv:2411.03047. (SIGGRAPH Asia 2024, Journal Track)

Chen, Y., **Nie, Y.**, Ummenhofer, B., Birkel, R., Paulitsch, M., Müller, M. and Nießner, M., 2024. Mesh2NeRF: Direct Mesh Supervision for Neural Radiance Field Representation and Generation. arXiv preprint arXiv:2403.19319. (ECCV 2024)

Dhamo, H., **Nie, Y.**, Moreau, A., Song, J., Shaw, R., Zhou, Y. and Pérez-Pellitero, E., 2023. Headgas: Real-time animatable head avatars via 3d gaussian splatting. arXiv preprint arXiv:2312.02902. (ECCV 2024)

Liu, H., Ye, C., **Nie, Y.**, He, Y. and Han, X., 2023. LASA: Instance Reconstruction from Real Scans using A Large-scale Aligned Shape Annotation Dataset. arXiv preprint arXiv:2312.12418. (CVPR 2024)

Tang, J., Dai, A., **Nie, Y.**, Markhasin, L., Thies, J. and Niessner, M., 2023. DPHMs: Diffusion Parametric Head Models for Depth-based Tracking. arXiv preprint arXiv:2312.01068. (CVPR 2024)

Tang, J., **Nie, Y.**, Markhasin, L., Dai, A., Thies, J. and Nießner, M., 2023. DiffuScene: Scene Graph Denoising Diffusion Probabilistic Model for Generative Indoor Scene Synthesis. arXiv preprint arXiv:2303.14207. (CVPR 2024)

**Nie, Y.**, Dai, A., Han, X., Nießner, M., 2023. Learning 3D Scene Priors with 2D Supervision. (CVPR 2023)

Zhu X., Du, D., Chen, W., Zhao, Z., **Nie, Y.**, Han, X., 2023. NerVE: Neural Volumetric Edges for Parametric Edge Curve Extraction from Point Cloud. (CVPR 2023)

Rao, Y., **Nie, Y.**, Dai, A., 2022. PatchComplete: Learning Multi-Resolution Patch Priors for 3D Shape Completion on Unseen Categories. (NeurIPS 2022)

**Nie, Y.**, Dai, A., Han, X. and Nießner, M., 2022. Pose2Room: Understanding 3D Scenes from Human Activities. (ECCV 2022)

Zhang, J., **Nie, Y.**, Chang, J. and Zhang, J.J., 2021. SIG-Former: Monocular Surgical Instruction Generation with Transformers. (IJCARs 2021 **Best Paper Award, 2nd Prize**)

Gong, B., **Nie, Y.**, Lin, Y., Han, X. and Yu, Y., 2021. ME-PCN: Point Completion Conditioned on Mask Emptiness. (ICCV 2021)

- Zhang, J., **Nie, Y.**, Chang, J. and Zhang, J.J., 2021. Surgical Instruction Generation with Transformers. (MICCAI 2021 **Oral**)
- Nie, Y.**, Hou, J., Han, X. and Nießner, M., 2020. RfD-Net: Point Scene Understanding by Semantic Instance Reconstruction. (CVPR 2021)
- Nie, Y.**, Han, X., Lin, Y., Guo, S., Chang, J., Cui, S. and Zhang, J.J., 2020. Skeleton-bridged Point Completion: From Global Inference to Local Adjustment. (NeurIPS 2020)
- Du, D., Zhu, H., **Nie, Y.**, Han, X., Cui, S., Yu, Y., Liu, L., 2020. Learning Part Generation and Assembly for Sketching Man-Made Objects. (Computer Graphics Forum)
- Nie, Y.**, Han, X., Guo, S., Zheng, Y., Chang, J. and Zhang, J.J., 2020. Total3DUnderstanding: Joint Layout, Object Pose and Mesh Reconstruction for Indoor Scenes from a Single Image. arXiv preprint arXiv:2002.12212. (CVPR2020 **Oral, Paper Award nominee**)
- Zhang, J., **Nie, Y.**, Lyu, Y., Li, H., Chang, J., Yang, X., Zhang, J.J., 2020. Symmetric Dilated Convolution for Surgical Gesture Recognition. arXiv preprint arXiv:2007.06373. (MICCAI 2020 **Oral, Student Travel Award**)
- Nie, Y.**, Guo, S., Chang, J., Han, X., Huang, J., Hu, S.M. and Zhang, J.J., 2020. Shallow2Deep: Indoor scene modeling by single image understanding. Pattern Recognition, 103, p.107271.
- Nie, Y.**, Chang, J., Chaudhry, E., Guo, S., Smart, A. and Zhang, J.J., 2018. Semantic modeling of indoor scenes with support inference from a single photograph. Computer Animation and Virtual Worlds, 29(3-4), p.e1825. (CASA2018, **Best Paper Award**)

## REFERENCES

**Prof. Dr. Matthias Nießner**  
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**Prof. Dr. Angela Dai**  
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**Prof. Dr. Jian Chang**  
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