

Yuqun Wu

Email: yuqunwu2@illinois.edu
Personal Website: <https://yuqunw.github.io>

EDUCATION

University of Illinois at Urbana-Champaign	Champaign, USA
<i>Doctor of Philosophy in Computer Science</i>	<i>Aug 2023 - Present</i>
• Advisor: Prof. Derek Hoiem	
<i>Master of Science in Computer Science (thesis)</i>	<i>Aug 2022 - May 2023</i>
• Advisor: Prof. Derek Hoiem, Prof. Shenlong Wang	
<i>Bachelor of Science in Computer Science & Statistics</i>	<i>Jan 2020 - Dec 2021</i>
• Highest Honors at graduation, Dean's list for all years, GPA: 4.0/4.0	
Sun Yat-sen University	Guangzhou, China
<i>Bachelor of Science in Mathematics</i>	<i>Sep 2016 - Dec 2019</i>

RESEARCH EXPERIENCE

University of Illinois at Urbana-Champaign	Champaign, USA
SceneDiff: A Benchmark and Method for Multiview Object Change Detection	<i>Jan 2025 - May 2025</i>
<i>Advisor: Prof. Derek Hoiem, Prof. Shenlong Wang - Under Review</i>	
• Project targeted the problem of identifying regions that have changed between a pair of captures (images or videos) of the same scene at different times.	
• Proposed a dataset and a new method for object change detection between a pair of captures (images or videos) of the same scene at different times.	
TextRegion: Text-Aligned Region Tokens from Frozen Image-Text Models	<i>Dec 2024 - May 2025</i>
<i>Advisor: Prof. Derek Hoiem - Under Review</i>	
• Project proposed a training-free approach to enhance spatial understanding capacity of existing image-text models.	
• Contributed to idea development, running experiments, and paper writing.	
Region-based Representations Revisited	<i>Sep 2023 - Nov 2023</i>
<i>Advisor: Prof. Derek Hoiem - CVPR 2024</i>	
• Project targeted at investigating new representation by combining SAM regions and dense features to solve various vision tasks, including semantic segmentation, object retrieval, video classification, and scene segmentation	
• Responsible for implementation of feature extraction and pooling pipelines, and scene segmentation application on ScanNet	
Improving Neural Radiance Fields with Patch-based Monocular Guidance	<i>Jan 2023 - May 2023</i>
<i>Advisor: Prof. Derek Hoiem, Prof. Shenlong Wang - 3DV 2025</i>	
• Project aimed to create 3D models that provide accurate geometry and view synthesis, partially closing the large geometric performance gap between NeRF and traditional MVS methods	
• Proposed appearance regularization of normalized cross-correlation (NCC) and structural similarity (SSIM) between randomly sampled novel and training view to improve general performance	
Plenoptic PNG: Real-Time Neural Radiance Fields in 150 KB	<i>Aug 2022 - Dec 2023</i>
<i>Advisor: Prof. Derek Hoiem, Prof. Shenlong Wang - 3DV 2025</i>	
• Project presented Quantized Fourier Features, which encoded a 3D scene into an extremely compact representation from 2D images and enabled its transmittance, decoding, and rendering in real-time across various platforms.	
• Contributed to blending Quantized Fourier Features into different network setups, running experiments, and paper writing.	
Sparse SPN: Depth Completion from Sparse Keypoints	<i>Sep 2021 - Nov 2022</i>
<i>Advisor: Prof. Derek Hoiem</i>	
• Project targeted fast point clouds reconstruction from single view depth completion with SfM inputs.	
• Proposed a novel method that outperforms existing depth completion pipelines given sparse keypoint depth, and reconstructed complete point clouds given SfM setup	

GRIT: General Robust Image Task Benchmark*Jun 2021 - Aug 2021**Advisor: Prof. Derek Hoiem*

- Rendered surface normal of object-centric and scene-centric datasets, and split them into training, validation, and testing sets
- Trained a baseline network with training sets, and compare it with several other pretrained state-of-the-art normal estimation networks with testing sets
- Challenge Organizer of the 2nd workshop on Open World Vision of CVPR 2022

University of California San Diego

Remote

Lighting completion from sparse lighting samples*Jun 2022 - Sep 2022**Advisor: Prof. Manmohan Chandraker*

- Project aims at recovering per-pixel spatially-varying lighting maps taking single color image and sparse lighting samples
- Investigated 2D lighting completion methods with differentiable rendering and compare to pure RGB-based estimation networks

INDUSTRY EXPERIENCE**Research Scientist Internship**

Redmond, USA

*Meta**May 2025 - Aug 2025***SERVICE****Conference Reviewer**

Champaign, USA

*CVPR, ECCV, WACV**2024 - 2025***Teaching Assistant**

Champaign, USA

*University of Illinois at Urbana-Champaign**Aug 2022 - May 2023*

- Course: *CS 445 Computational Photography, CS 441 Applied Machine Learning*

SKILLS

- **Programming Languages:** Python, C/C++, JavaScript, R

- **Other Tools:** Git, Pytorch, Latex