

# Zhang Chen

United States

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🏠 [zhangchen8.github.io](https://github.com/zhangchen8)

🎓 [Google Scholar](#)

## About Me

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I am a Research Engineer at Meta, working on codec avatar for digital human. I received my Ph.D. from ShanghaiTech University, advised by Dr. Jingyi Yu, and received my Bachelor's degree from Shanghai Jiao Tong University. My research interests lie in **computer vision, deep learning, computer graphics and computational photography**, with a focus on **neural rendering, implicit neural representation, and 3D reconstruction**.

## Education

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**SCHOOL OF INFORMATION SCIENCE AND TECHNOLOGY, ShanghaiTech University**

*Shanghai, China*

**PHD IN COMPUTER SCIENCE**

*Sept. 2017 - Jan. 2022*

- **Research Areas:** Computer Vision, Deep Learning, Computer Graphics, Computational Photography
- **Advisor:** [Dr. Jingyi Yu](#) | [Lab](#)

**SCHOOL OF INFORMATION SCIENCE AND TECHNOLOGY, ShanghaiTech University**

*Shanghai, China*

**MASTER IN ELECTRICAL ENGINEERING (TRANSITION TO PHD)**

*Sept. 2014 - Sept. 2017*

- **Research Areas:** Integrated Circuit
- **Advisor:** [Dr. Pingqiang Zhou](#) | [Lab](#)

**UM-SJTU JOINT INSTITUTE, Shanghai Jiao Tong University**

*Shanghai, China*

**BACHELOR DEGREE IN ELECTRICAL AND COMPUTER ENGINEERING, MINOR IN ANIMATION**

*Sept. 2010 - Aug. 2014*

## Experience

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**Meta**

*United States*

**RESEARCH ENGINEER**

*Oct. 2024 - Present*

- Develop algorithms and systems for codec avatar (digital human).

**InnoPeak Technology (a.k.a. OPPO US Research Center)**

*Palo Alto, CA*

**SENIOR RESEARCH ENGINEER**

*Aug. 2022 - Oct. 2024*

- Develop algorithms and systems for XR (AR/VR/MR) applications.

**Louisiana State University**

*Baton Rouge, LA*

**VISITING RESEARCH SCHOLAR**

*Oct. 2021 - Jul. 2022*

- **Advisor:** [Dr. Jinwei Ye](#)
- Develop polarimetric imaging algorithms and systems for 3D reconstruction of objects with challenging surface reflectance properties.
- Develop light field imaging algorithms for 3D reconstruction of underwater objects and fluid flow.

**Google**

*San Francisco, CA (Remote)*

**RESEARCH INTERN**

*June 2020 - Dec. 2020*

- Develop a multi-resolution implicit neural representation for 3D geometries, supporting numerous tasks including geometry auto-encoding/decoding/interpolation/completion.

**Louisiana State University**

*Baton Rouge, LA*

**VISITING RESEARCH SCHOLAR**

*July 2018 - Jan. 2019*

- **Advisor:** [Dr. Jinwei Ye](#)
- Develop an uncalibrated near-field color photometric stereo algorithm and system for high-fidelity human face reconstruction from single image.

**Cadence**

*Shanghai, China*

**INTERN SOFTWARE ENGINEER**

*July 2016 - Sept. 2016*

- Investigate routability-aware routing algorithms to reduce congestion and latency.

# Publications

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(\* denotes equal contribution, † denotes corresponding author)

## Conference

- [C1] **PanoFree: Tuning-Free Holistic Multi-view Image Generation with Cross-view Self-Guidance**  
Aoming Liu, Zhong Li<sup>†</sup>, **Zhang Chen**<sup>†</sup>, Nannan Li, Yi Xu, Bryan A. Plummer  
**ECCV 2024**  
[\[project page\]](#) [\[paper\]](#) [\[code\]](#)
- [C2] **Spacetime Gaussian Feature Splatting for Real-Time Dynamic View Synthesis**  
Zhan Li, **Zhang Chen**<sup>†</sup>, Zhong Li<sup>†</sup>, Yi Xu  
**CVPR 2024**  
[\[project page\]](#) [\[paper\]](#) [\[code\]](#)
- [C3] **NeuRBF: A Neural Fields Representation with Adaptive Radial Basis Functions**  
**Zhang Chen**<sup>†</sup>, Zhong Li<sup>†</sup>, Liangchen Song, Lele Chen, Jingyi Yu, Junsong Yuan, Yi Xu  
**ICCV 2023 (Oral Presentation)**  
[\[project page\]](#) [\[paper\]](#) [\[code\]](#)
- [C4] **Relit-NeuLF: Efficient Relighting and Novel View Synthesis via Neural 4D Light Field**  
Zhong Li, Liangchen Song, **Zhang Chen**, Xiangyu Du, Lele Chen, Junsong Yuan, Yi Xu  
**ACM MM 2023**  
[\[project page\]](#) [\[paper\]](#) [\[code\]](#)
- [C5] **High Fidelity 3D Hand Shape Reconstruction via Scalable Graph Frequency Decomposition**  
Tianyu Luan, Yuanhao Zhai, Jingjing Meng, Zhong Li, **Zhang Chen**, Yi Xu, Junsong Yuan  
**CVPR 2023**  
[\[paper\]](#)
- [C6] **Multiresolution Deep Implicit Functions for 3D Shape Representation**  
**Zhang Chen**, Yinda Zhang, Kyle Genova, Sean Fanello, Sofien Bouaziz, Christian Häne, Ruofei Du, Cem Keskin, Thomas Funkhouser, Danhang Tang  
**ICCV 2021**  
[\[paper\]](#)
- [C7] **A Neural Rendering Framework for Free-Viewpoint Relighting**  
**Zhang Chen**, Anpei Chen, Guli Zhang, Chengyuan Wang, Yu Ji, Kiriakos N. Kutulakos, Jingyi Yu  
**CVPR 2020**  
[\[paper\]](#) [\[code\]](#)
- [C8] **3D Face Reconstruction Using Color Photometric Stereo with Uncalibrated Near Point Lights**  
**Zhang Chen**, Yu Ji, Mingyuan Zhou, Sing Bing Kang, Jingyi Yu  
**ICCP 2020**  
[\[paper\]](#)
- [C9] **An Optical Flow Based Multi-Object Tracking Approach Using Sequential Convex Programming**  
Qingwen Xu, Zhengpeng He, **Zhang Chen**, Yuning Jiang  
**ICARCV 2020**  
[\[paper\]](#)
- [C10] **Photo-Realistic Facial Details Synthesis From Single Image**  
Anpei Chen, **Zhang Chen**, Guli Zhang, Ziheng Zhang, Kenny Mitchell, Jingyi Yu  
**ICCV 2019 (Oral Presentation)**  
[\[project page\]](#) [\[paper\]](#) [\[code\]](#)

- [C11] **Deep Eyes: Binocular Depth-from-Focus on Focal Stack Pairs**  
Xinqing Guo\*, **Zhang Chen\***, Siyuan Li, Yang Yang, Jingyi Yu  
**PRCV 2019 (Oral Presentation)**  
[\[paper\]](#)
- [C12] **Sparse Photometric 3D Face Reconstruction Guided by Morphable Models**  
Xuan Cao, **Zhang Chen**, Anpei Chen, Xin Chen, Shiyang Li, Jingyi Yu  
**CVPR 2018**  
[\[paper\]](#)
- [C13] **How Secure Is Split Manufacturing in Preventing Hardware Trojan?**  
**Zhang Chen**, Pingqiang Zhou, Tsung-Yi Ho, Yier Jin  
**AsianHOST 2016**  
[\[paper\]](#)

#### Journal

- [J1] **Polarimetric Helmholtz Stereopsis**  
Yuqi Ding, Yu Ji, **Zhang Chen**, Mingyuan Zhou, Sing Bing Kang, Jinwei Ye  
**IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI) 2024**  
[\[paper\]](#)
- [J2] **NeRFPlayer: A Streamable Dynamic Scene Representation with Decomposed Neural Radiance Fields**  
Liangchen Song, Anpei Chen, Zhong Li, **Zhang Chen**, Lele Chen, Junsong Yuan, Yi Xu, Andreas Geiger  
**IEEE Transactions on Visualization and Computer Graphics (TVCG) 2023 (Present at IEEE VR 2023)**  
[\[project page\]](#) [\[paper\]](#)
- [J3] **Full-Volume 3D Fluid Flow Reconstruction with Light Field PIV**  
Yuqi Ding, Zhong Li, **Zhang Chen**, Yu Ji, Jingyi Yu, Jinwei Ye  
**IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI) 2023**  
[\[project page\]](#) [\[paper\]](#)
- [J4] **Light Field-Based Underwater 3D Reconstruction Via Angular Resampling**  
Yuqi Ding, **Zhang Chen**, Yu Ji, Jingyi Yu, Jinwei Ye  
**IEEE Transactions on Computational Imaging (TCI) 2023**  
[\[paper\]](#)
- [J5] **SofGAN: A Portrait Image Generator with Dynamic Styling**  
Anpei Chen\*, Ruiyang Liu\*, Ling Xie, **Zhang Chen**, Hao Su, Jingyi Yu  
**ACM Transactions on Graphics (TOG) 2022 (Present at SIGGRAPH 2022)**  
[\[project page\]](#) [\[paper\]](#) [\[code\]](#)
- [J6] **Deep Eyes: Joint Depth Inference Using Monocular and Binocular Cues**  
**Zhang Chen\***, Xinqing Guo\*, Siyuan Li, Yang Yang, Jingyi Yu  
**Neurocomputing 2021**  
[\[paper\]](#) [\[data\]](#)
- [J7] **How Secure Is Split Manufacturing in Preventing Hardware Trojan?**  
Yajun Yang, **Zhang Chen**, Yuan Liu, Tsung-Yi Ho, Yier Jin, Pingqiang Zhou  
**ACM Transactions on Design Automation of Electronic Systems (TODAES) 2020**  
[\[paper\]](#)

## Patent

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Yinda Zhang, Danhang Tang, Ruofei Du, **Zhang Chen**, Kyle Genova, Sofien Bouaziz, Thomas Allen Funkhouser, Sean Ryan Francesco Fanello, and Christian Haene. “Multiresolution Deep Implicit Functions for Three-Dimensional Shape Representation.” WO2022227073A1. Apr. 30 2021.

Jingyi Yu, **Zhang Chen**, Anpei Chen, Xin Chen, and Shiyong Li. “3D Human Face Reconstruction Method, System, Image Processing System and Storage Medium.” CN111696146A. Mar. 14 2019.

## Skills

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**Programming Languages** Python, MATLAB, C/C++,  $\text{\LaTeX}$

**Python/Machine Learning** PyTorch, TensorFlow, MXNet, OpenCV

**Platform/Software** Linux, Windows, Git, Docker, conda, Agisoft Metashape

## Professional Activities

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### Conference Reviewer

SIGGRAPH (2024); CVPR (2022-2024); ICCV (2023); ECCV (2022, 2024); IEEE VR (2024); ACM MM (2023-2024); 3DV (2022, 2024-2025); AAAI (2025); IJCAI (2023-2024); WACV (2023-2025); ACCV (2024)

### Journal Reviewer

TPAMI; TIP; TOSN

### Invited Talks

*Low-Cost Realistic 3D Face Reconstruction*. School of Electrical Engineering & Computer Science, Louisiana State University. September, 2018.

### Course Lecturing

*Programming Digital Media*. School of Electrical Engineering & Computer Science, Louisiana State University. Jan.-May, 2022.

## Honors & Awards

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- 2019 **Best Paper Nomination**, PRCV 2019
- 2016 **National Scholarship**, ShanghaiTech University
- 2016 **Outstanding Student**, ShanghaiTech University
- 2015 **Outstanding Student**, ShanghaiTech University
- 2014 **Outstanding Graduate**, Shanghai Jiao Tong University