

Zhengqi Li | Curriculum Vitae

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Education

Cornell Tech, Cornell University

Ph.D. in computer science, GPA: 4.00/4.00

Advisor: Prof. Noah Snavely

New York, NY

2016–2021

University of Minnesota, Twin Cities

Bachelor of Computer Engineering with High Distinction, GPA: 3.99/4.00

Minneapolis, MN

2013–2016

Awards

- **Best Paper Award Honorable Mention Award**, CVPR 2025 2025
- **Best Paper Award**, CVPR 2024 2024
- **Best Student Paper Award**, ICCV 2023 2023
- **Best Paper Honorable Mention Award**, CVPR 2023 2023
- **Baidu AI Top 100 New Researchers**, Baidu 2021
- **Google PhD Fellowship**, Google 2020
- **Adobe Research Fellowship**, Adobe Research 2020
- **Best Paper Honorable Mention Award**, CVPR 2019 2019
- **TA Outstanding Award**, Cornell University 2017
- **Outstanding Undergraduate Researchers Honorable Mention**, CRA 2016
- **National Scholarship of China**, Ministry of Education of China 2012

Experience

Senior Research Scientist

Adobe Research

2025–

Senior Research Scientist

Google DeepMind

2023–2024

Research Scientist

Google Research

2021–2023

Cornell Graphics and Vision Group

Advisor: Prof. Noah Snavely

Cornell Tech

2016–2021

Research Intern, Adobe Research

Mentor: Oliver Wang, Simon Niklaus

Seattle & NYC

2020

Research Intern, Facebook Reality Lab

Mentor: Prof. Fernando De la Torre

MPK

2019

Intern, Google Research

Mentor: Tali Dekel

Cambridge & NYC

2018–2019

Multiple Autonomous Robotic Systems (MARS) Laboratory

Advisor: Prof. Stergios Roumeliotis

UMN

2014-2016

Robotic Sensor Networks (RSN) Laboratory

Advisor: Prof. Volkan Isler

UMN

2015

Publications

- **Zhengqi Li**, Richard Tucker, Forrester Cole, Qianqian Wang, Linyi Jin, Vickie Ye, Angjoo Kanazawa, Aleksander Holynski, Noah Snavely. MegaSaM: Accurate, Fast and Robust Structure and Motion from Casual Dynamic Videos. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2024 (**Best Paper Honorable Mention Award**)
- Linyi Jin, Richard Tucker, **Zhengqi Li**, David Fouhey, Noah Snavely, Aleksander Holynski. Stereo4D: Learning How Things Move in 3D from Internet Stereo Videos. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2025 (**Oral**)
- Ruojin Cai, Jason Y. Zhang, Philipp Henzler, **Zhengqi Li**, Noah Snavely, Ricardo Martin-Brualla. Can Generative Video Models Help Pose Estimation?. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2025 (**Highlight**)
- Boyang Deng, Richard Tucker, **Zhengqi Li**, Leonidas J. Guibas, Noah Snavely, Gordon Wetzstein. Streetscapes: Large-scale Consistent Street View Generation Using Autoregressive Video Diffusion. *International Conference on Computer Graphics and Interactive Technique (SIGGRAPH)*, 2024
- **Zhengqi Li**, Richard Tucker, Noah Snavely, Aleksander Holynski. Generative Image Dynamics. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2024 (**Best Paper Award**)
- Qianqian Wang, Yen-Yu Chang, Ruojin Cai, **Zhengqi Li**, Bharath Hariharan, Aleksander Holynski, Noah Snavely. Tracking Everything Everywhere All at Once. *International Conference on Computer Vision (ICCV)*, 2023 (**Best Student Paper Award**)
- **Zhengqi Li**, Qianqian Wang, Forrester Cole, Richard Tucker, Noah Snavely. DynIBaR: Neural Dynamic Image-Based Rendering. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2023 (**Best Paper Honorable Mention Award**)
- Lucy Chai, Richard Tucker, **Zhengqi Li**, Phillip Isola, Noah Snavely. Persistent Nature: A Generative Model of Unbounded 3D Worlds. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2023
- Mohammed Suhail, Erika Lu, **Zhengqi Li**, Noah Snavely, Leonid Sigal, Forrester Cole. Associating Objects and their Effects in Unconstrained Monocular Video. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2023
- **Zhengqi Li**, Qianqian Wang, Noah Snavely, Angjoo Kanazawa. InfiniteNature-Zero: Learning Perpetual View Generation of Natural Scenes from Single Images. *European Conference on Computer Vision (ECCV)*, 2022 (**Oral**)
- Zhoutong Zhang, Forrester Cole, **Zhengqi Li**, Michael Rubinstein, Noah Snavely, William T. Freeman. Structure and Motion for Casual Videos. *European Conference on Computer Vision (ECCV)*, 2022
- Jiaming Sun, Xi Chen, Qianqian Wang, **Zhengqi Li**, Hadar Averbuch-Elor, Xiaowei Zhou, Noah Snavely. Neural 3D Reconstruction in the Wild. *International Conference on Computer Graphics and Interactive Technique (SIGGRAPH Conference Proceeding)*, 2022
- Qianqian Wang, **Zhengqi Li**, David Salesin, Noah Snavely, Brian Curless, Janne Kontkanen. 3D Moments from Near-Duplicate Photos. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2022

- o Vickie Ye, **Zhengqi Li**, Richard Tucker, Angjoo Kanazawa, Noah Snavely. Deformable Sprites for Unsupervised Video Decomposition. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2022 (**Oral**)
- o Kai Zhang, Fujun Luan, **Zhengqi Li**, Noah Snavely. IRON: Inverse Rendering by Optimizing Neural SDFs and Materials from Photometric Images. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2022 (**Oral**)
- o **Zhengqi Li**, Simon Niklaus, Noah Snavely, Oliver Wang. Neural Scene Flow Fields for Space-Time View Synthesis of Dynamic Scenes. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2021
- o **Zhengqi Li**, Wenqi Xian, Abe Davis, Noah Snavely. Crowdsampling the Plenoptic Function. *European Conference on Computer Vision (ECCV)*, 2020 (**Oral**)
- o **Zhengqi Li**, Tali Dekel, Forrester Cole, Richard Tucker, Noah Snavely, Ce Liu, William T. Freeman. MannequinChallenge: Learning the Depths of Moving People by Watching Frozen People. *IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI)*
- o Wenqi Xian*, **Zhengqi Li***, Matthew Fisher, Jonathan Eisenmann, Eli Shechtman, Noah Snavely. Upright-Net: Geometry-Aware Camera Orientation Estimation from Single Images. *International Conference on Computer Vision (ICCV)*, 2019 (* equal contribution)
- o **Zhengqi Li**, Tali Dekel, Forrester Cole, Richard Tucker, Noah Snavely, Ce Liu, William T. Freeman. Learning the Depths of Moving People by Watching Frozen People. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2019 (**Best Paper Honorable Mention Award**)
- o **Zhengqi Li**, Noah Snavely. CGINTRINSICS: Better Intrinsic Image Decomposition through Physically-Based Rendering. *European Conference on Computer Vision (ECCV)*, 2018
- o **Zhengqi Li**, Noah Snavely. Learning Intrinsic Image Decomposition from Watching the World. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2018 (**Spotlight**)
- o **Zhengqi Li**, Noah Snavely. MegaDepth: Learning Single-View Depth Prediction from Internet Photos. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2018 (Invited to be presented at Bridges to 3D Workshop, CVPR 2018)
- o **Zhengqi Li**, Volkan Isler. Large Scale Image Mosaic Construction for Agricultural Applications. *IEEE Robotics and Automation Letters (RA-L)*, 2016
- o **Zhengqi Li**, Volkan Isler. Large Scale Image Mosaic Construction for Agricultural Applications. *IEEE International Conference on Robotics and Automation (ICRA)*, 2016

Patent

- o Oliver Wang, Simon Niklaus, **Zhengqi Li**. View synthesis of a dynamic scene. *US Patent App. 17/204,571*, 2022
- o Tali Dekel, Cole Forrester, Ce Liu, William Freeman, Richard Tucker, Noah Snavely, **Zhengqi Li**. Depth Determination for Images Captured with a Moving Camera and Representing Moving Features. *US Patent App. 16 / 578,215*, 2021
- o Volkan Isler and **Zhengqi Li**. Large scale image mosaic construction for agricultural applications. *US Patent App. 15/415,347*, 2018

Invited Talks

- o Computer Vision and Graphics Seminar, Peking University, 2025
- o 4D Dynamic Reconstruction Workshop, CVPR 2023

- Peking University Computer Vision and Graphics Seminar, 2022
- China Society of Image and Graphics (CSIG) 3DV, 2021
- Sun Yat-Sen University Computer Vision and Graphics Seminar, 2021
- MIT 3D Representations Seminar, 2021
- UCSD Computer Vision and Graphics Seminar, 2021
- NVIDIA GPU Technology Conference (GTC), 2020
- GAMES: Graphics And Mixed Environment Seminar (GAMES), 2019

Other Services

- Area Chair
 - International Conference on Computer Vision (ICCV), 2025
 - Computer Vision and Pattern Recognition (CVPR), 2024 2025
- Technical paper reviewer
 - Computer Vision and Pattern Recognition (CVPR)
 - European Conference on Computer Vision (ECCV)
 - International Conference on Computer Vision (ICCV)
 - International Conference on 3D Vision (3DV)
 - Asian Conference on Computer Vision (ACCV)
 - British Machine Vision Conference (BMVC)
 - International Journal of Computer Vision (IJCV)
 - ACM SIGGRAPH
 - ACM SIGGRAPH Asia
 - IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI)
 - IEEE Robotics and Automation Letters (RA-L)
 - International Conference on Robotics and Automation (ICRA)
 - International Conference on Intelligent Robots and Systems (IROS)
 - IEEE Transactions on Image Processing (TIP)
 - IEEE VR
- Teaching Assistant
 - CS5787: Deep Learning, Cornell Tech
 - CS5670: Introduction to Computer Vision, Cornell University
 - CS4750/5750: Foundations of Robotics, Cornell University