

# David Li

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## EDUCATION

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### University of Maryland, College Park

Ph.D. Student in Computer Science (GPA: 3.9)

Aug. 2019 - Present

M.S. in Computer Science

Expected Dec. 2021

B.S. in Computer Science and Mathematics (Magna Cum Laude)

Aug. 2015 - Dec. 2018

## EXPERIENCE

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### UMD Graphics and Visual Informatics Laboratory

Apr. 2019 - Present

*Graduate Research Assistant*

- Led a group of three students and developed a foveated video streaming pipeline in C++ which optimizes video streaming by transmitting a reduced-resolution video that gets upscaled on the client.
- Collaborated to publish a 10-page research paper on foveated video streaming.
- Designed and developed MeteorVis, an interactive virtual reality weather visualization system to aid in interpreting weather events such as atmospheric rivers based on water vapor, air pressure, wind, and cloud height data from GOES and MIRS satellites. Programmed in Unity using C# and HLSL GPU shaders.

### Google Cloud

June 2021 - Aug. 2021

*Software Engineering Intern*

- Developed a library which generates 3D document models and renders them with visual effects.
- Generated synthetic path-traced document images and conducted evaluations to quantify the accuracy improvements gained by training bounding box detectors on synthetic document images.
- Programmed in Python using the Blender Python API and Apache Beam.
- Worked in Google Cloud AI on the Data Synthesis team.

### Google

May 2020 - Aug. 2020

*Software Engineering Intern*

- Designed a deep learning based view synthesis pipeline for interpolating between sparse 360 panoramas, programmed in Python using Tensorflow.
- Collected simulated RGB, depth, and pose data from the CARLA self-driving car simulator.
- Implemented a gesture demo for controlling two virtual lamps based on 6DoF AR phone pose using JavaScript, three.js, and WebXR.
- Worked in Google AR.

### UMD Graphics and Visual Informatics Laboratory

May 2018 - Dec. 2018

*Undergraduate Research Assistant*

- Co-developed Geollery, a mixed reality social media platform featuring real-time user interaction.
- Developed real-time 3D reconstruction pipelines with two levels of details from Google Street View, OpenStreetMaps, and Google Maps data.
- Incorporated Twitter and Yelp APIs to visualize geotagged social media.
- Wrote GLSL, JavaScript, MySQL, and PHP code using three.js for 3D development and WebSockets for real-time communication.

## PUBLICATIONS

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**David Li**, Ruofei Du, Adharsh Babu, Camelia Brumar, and Amitabh Varshney (2021). A Log-Rectilinear Transformation for Foveated 360-degree Video Streaming. In 2021 IEEE Transactions on Visualization and Computer Graphics (TVCG) Special Issue on the 2021 IEEE VR Conference.

**David Li**, Eric Lee, Elijah Schwelling, Mason Quick, Patrick Meyers, Ruofei Du, and Amitabh Varshney. *MeteoVis: Visualizing Meteorological Events in Virtual Environments*. In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems.

Ruofei Du\*, **David Li**\*, and Amitabh Varshney. Project Geollery.com: Reconstructing A Live Mirrored World With Geotagged Social Media. In Proceedings of the 24th International Conference on Web3D Technology. (\*: with equal contributions)

Ruofei Du, **David Li**, and Amitabh Varshney. Geollery: A Mixed Reality Social Media Platform. In Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems.

Ruofei Du, **David Li**, and Amitabh Varshney. Experiencing a Mirrored World With Geotagged Social Media in Geollery. In Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems.

Ruofei Du\*, **David Li**\*, and Amitabh Varshney. Interactive Fusion of 360° Images for a Mirrored World. In 2019 IEEE Conference on Virtual Reality and 3D User Interfaces. (\*: with equal contributions)

## TECHNICAL SKILLS

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Projects: <https://davidl.me/projects>, <https://github.com/dli7319>  
Programming: C++, Unity C#, JavaScript, Python, GLSL, HLSL, OpenCL.  
Frameworks: Unity, Laravel