

David Li

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EDUCATION

University of Maryland, College Park

Ph.D. Student in Computer Science

Aug. 2019 - Present

M.S. in Computer Science

Aug. 2019 - Dec. 2021

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

Aug. 2015 - Dec. 2018

EXPERIENCE

UMD Graphics and Visual Informatics Laboratory

Apr. 2019 - Present

Graduate Research Assistant

- Developed *Meteo Vis*, an interactive VR system for visualizing water vapor, wind, and cloud height data. Programmed in Unity using C# and HLSL GPU shaders. Published in ACM CHI EA 2020.
- Led a group of students to create a foveated 360 video streaming pipeline which optimizes video streaming by transmitting a reduced-resolution video that gets upscaled on the client. Programmed in C++ and OpenCL. Published in IEEE TVCG (VR 2021).
- Developed *Progressive Multi-scale Light Field Networks* which multiplexes several resolutions of a light field into a single neural network to optimize LFN streaming and rendering. Published in 3DV 2022.

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 AR

May 2020 - Aug. 2020

Software Engineering Intern

- Developed *OmniSyn*, a deep learning based view synthesis pipeline for interpolating between 360 panoramas published as a poster in IEEE VR 2022. Programmed in Python using PyTorch.
- 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.

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 JavaScript, PHP, and GLSL code using three.js for 3D development and WebSockets for real-time communication.

TECHNICAL SKILLS

Projects: See <https://davidl.me/projects>

Programming: C++, Unity C#, JavaScript, Python, GLSL, HLSL, OpenCL

PUBLICATIONS

David Li, and Amitabh Varshney. Progressive Multi-scale Light Field Networks. In 2022 International Conference on 3D Vision (3DV).

David Li, Yinda Zhang, Christian Häne, Danhang Tang, Amitabh Varshney, and Ruofei Du. OmniSyn: Synthesizing 360 Videos with Wide-baseline Panoramas. In 2022 IEEE Conference on Virtual Reality and 3D User Interfaces Workshops and Abstracts.

David Li, Hanan Samet, and Amitabh Varshney. Visualizing Accessibility With Choropleth Maps. In Proceedings of the 5th ACM SIGSPATIAL International Workshop on Location-based Recommendations, Geosocial Networks and Geoadvertising (LocalRec '21).

David Li, Ruofei Du, Adharsh Babu, Camelia Brumar, and Amitabh Varshney. 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)