

# Youming Deng

*E-mail:* ymdeng@cs.cornell.edu \* *Personal Page:* denghilbert.github.io

## Education

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<b>Cornell University</b> <i>Doctor of Philosophy in Computer Science</i>	<i>Ithaca, New York, United States</i> <i>Aug. 2023 - May. 2028 (Expected)</i>
<b>Wuhan University</b> <i>Bachelor of Engineering in Spatial Informatics &amp; Digitalized Technology</i>	<i>Wuhan, Hubei, China</i> <i>Sep. 2019 - Jun. 2023</i>

## Research Experience

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<b>Research Assistant at Cornell University</b> <i>Advisor: Professor Abe Davis</i>	<i>Ithaca, New York, United States</i> <i>Aug. 2023 - Present</i>
<ul style="list-style-type: none"><li>• We are trying to solve failure case of Colmap for in the wild reconstruction</li><li>• We are trying to integrate pose and intrinsic optimization into reconstruction for Gaussian-Splatting</li></ul>	
<b>Research Engineer at EPFL</b> <i>Advisor: Professor Wenzel Jakob</i>	<i>Rte Cantonale, Lausanne, Switerland</i> <i>Apr. 2023 - Aug. 2023</i>
<ul style="list-style-type: none"><li>• We develop a conversion tool for different scene representations in Blender and Mitsuba3</li><li>• We added new features (<i>e.g.</i>, color ramp) to Mitsuba3 that are fully compatible with Blender</li></ul>	
<b>Research Intern at UC Merced</b> <i>Advisor: Professor Ming-Hsuan Yang</i>	<i>Remote Intern</i> <i>Apr. 2022 - Aug. 2023</i>
<ul style="list-style-type: none"><li>• We present a method for high-fidelity geometry, materials, and illumination estimation</li><li>• We develop an efficient sphere tracing algorithm for implicit SDF</li><li>• We handle non-differentiability and model indirect lighting to improve environmental illumination</li></ul>	
<b>Research Assistant at Wuhan University</b> <i>Advisor: Professor Yansheng Li</i>	<i>Wuhan, Hubei, China</i> <i>Jun. 2021 - Apr. 2022</i>
<ul style="list-style-type: none"><li>• We propose a coarse-to-fine training framework for Scene Graph Generation (SGG)</li><li>• The framework can efficiently handle the extreme long-tail effect in SGG</li></ul>	

## Publications

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<b>Physics-based Indirect Illumination for Inverse Rendering</b> <i>Youming Deng, Xueting Li, Sifei Liu, Ming-Hsuan Yang</i> Project Page / arXiv / Code	<i>3DV 2024</i>
<b>Hierarchical Memory Learning for Fine-Grained Scene Graph Generation</b> <i>Youming Deng, Yansheng Li, Yongjun Zhang, Xiang Xiang, Jian Wang, Jingdong Chen, Jiayi Ma</i> arXiv / Code	<i>ECCV 2022</i>

## Technical skills

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<b>Programming Languages/Tools</b>	C, C++, Java, Javascript, Python, L <sup>A</sup> T <sub>E</sub> X
<b>Frameworks</b>	PyTorch, Keras, Dr.jit, Mitsuba, TensorFlow

## Language proficiencies

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<b>Chinese</b>	Native speaker
<b>English</b>	Proficient (TOEFL 106)