

Bingxuan Li

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RESEARCH INTERESTS

My current research lies at the intersection of deep learning and different areas of computer graphics, including neural/physically based rendering and 3d vision. More boardly, I am interested in leveraging advanced machine learning techniques to solve the challenges in building realistic, efficient, and interactive visual computing systems.

EDUCATION

New York University <i>Doctor of Philosophy in Computer Science</i> Advisor: Prof. Qi Sun	New York City, USA Sep 2024 -
Peking University <i>Bachelor of Science in Computer Science with Honours, Turing Class</i>	Beijing, China Sep 2020 – June 2024

PUBLICATIONS

- **Image-GS: Content-Adaptive Image Representation via 2D Gaussians**
ACM SIGGRAPH 2025 | [Paper](#)
Yunxiang Zhang*, **Bingxuan Li***, Alexandr Kuznetsov, Akshay Jindal, Kenneth Chen, Anton Sochenov, Anton Kaplanyan, Qi Sun†
 - **Proxy Tracing: Unbiased Reciprocal Estimation for Optimized Sampling in BDPT**
ACM Transactions on Graphics (ACM SIGGRAPH 2024) | [Paper](#) | [Project](#) | [Video](#)
Fujia Su*, **Bingxuan Li***, Qingyang Yin, Yanchen Zhang, Sheng Li†
- * Equal contributions

ONGOING RESEARCH

- **Metasurface-Based Neural Depth Imaging** | [Paper](#)
To be presented as a demo at Siggraph 2025 Emerging Technologies.
We built an ultra-compact, metasurface-based neural depth imaging system leveraging nano-optics and deep learning to achieve precise depth estimation from monocular polarized imagery.

AWARDS

New York University	SoE Fellowship (2024)
Peking University	John Hopcroft Scholarship (2023)
Peking University	John Hopcroft Scholarship (2021)
Peking University	Freshman Scholarship (2020)
Chinese Chemistry Olympiad	Silver Metal (2018)

SKILLS

- **Programming:** Python, C/C++, C#
- **Tools:** PyTorch, CUDA, OpenGL, OptiX
- **Software:** Blender, Unity
- **Language:** Mandarin, English