

Dingzeyu Li

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Current Employment

Adobe Research - Research Scientist 2018 - present

Education

Ph.D. in Computer Science 2018
M.S. in Computer Science 2015
Columbia University
Advisor: Changxi Zheng

B.Eng. in Computer Engineering, Honors Research Track 2013
The Hong Kong University of Science and Technology (HKUST)
First Class Honor & Academic Achievement Medal (top 1% of the graduates)
Advisor: Chi-Keung Tang

Exchange Student in Computer Science 2012
Eidgenössische Technische Hochschule Zürich (ETH Zurich)

Publications

Yang Zhou, Xintong Han, Eli Shechtman, Jose Echevarria, Evangelos Kalogerakis, **Dingzeyu Li**
MakeltTalk: Speaker-Aware Talking Head Animation
SIGGRAPH Asia 2020

Yapeng Tian, **Dingzeyu Li**, Chenliang Xu
Unified Multisensory Perception: Weakly-Supervised Audio-Visual Video Parsing
ECCV 2020 (Spotlight) / CVPR 2020 Sight and Sound Workshop

Yapeng Tian, Chenliang Xu, **Dingzeyu Li**
Deep Audio Prior
CVPR 2020 Sight and Sound Workshop

Zhenyu Tang, Nicholas J. Bryan, **Dingzeyu Li**, Timothy R. Langlois, Dinesh Manocha
Scene-Aware Audio Rendering via Deep Acoustic Analysis
IEEE VR 2020 / TVCG

Yujia Wang, Wanwan Li, **Dingzeyu Li**, Craig Yu, Wei Liang
Scene-Aware Background Music Generation
ACM Multimedia 2020 (Oral)

Henrique T. Maia, **Dingzeyu Li**, Yuan Yang, Changxi Zheng
LayerCode: Optical Barcodes for 3D Printed Shapes
SIGGRAPH 2019

Haikun Huang, Michael Solah, **Dingzeyu Li**, Lap-Fai Yu
Audible Panorama: Automatic Spatial Audio Generation for Panorama Imagery
CHI 2019

Dingzeyu Li, Timothy R. Langlois, Changxi Zheng
Scene-Aware Audio for 360° Videos
SIGGRAPH 2018

Dingzeyu Li, Avinash S. Nair, Shree K. Nayar, Changxi Zheng
AirCode: Unobtrusive Physical Tags for Digital Fabrication
UIST 2017

🏆 Best Paper Award
selected in the technical papers preview

Dingzeyu Li
Interacting with Acoustic Simulation and Fabrication
UIST Doctoral Symposium 2017

Gabriel Cirio, **Dingzeyu Li**, Eitan Grinspun, Miguel A. Otaduy, Changxi Zheng
Crumpling Sound Synthesis
SIGGRAPH Asia 2016
selected in the technical papers trailer

Dingzeyu Li, David I.W. Levin, Wojciech Matusik, Changxi Zheng
Acoustic Voxels: Computational Optimization of Modular Acoustic Filters
SIGGRAPH 2016
selected in the technical papers trailer

Dingzeyu Li, Yun Fei, Changxi Zheng
Interactive Acoustic Transfer Approximation for Modal Sound
ACM Transactions on Graphics (presented at SIGGRAPH) 2015

Yin Yang, **Dingzeyu Li**, Weiwei Xu, Yuan Tian, Changxi Zheng
Expediting Precomputation for Reduced Deformable Simulation
SIGGRAPH Asia 2015

Dingzeyu Li, Qifeng Chen, Chi-Keung Tang
Motion-Aware KNN Laplacian for Video Matting
ICCV 2013

Qifeng Chen, **Dingzeyu Li**, Chi-Keung Tang
KNN Matting
TPAMI 2013

Qifeng Chen, **Dingzeyu Li**, Chi-Keung Tang
KNN Matting
CVPR 2012

Patents

Style-Aware Audio-Driven Talking Head Animation From a Single Image
Patent Filed (Pending)

Selecting and Performing Operations on Hierarchical Clusters of Video Segments
Patent Filed (Pending)

Interacting With Hierarchical Clusters of Video Segments Using a Metadata Panel
Patent Filed (Pending)

Segmentation and Hierarchical Clustering of Video
Patent Filed (Pending)

Interacting With Hierarchical Clusters of Video Segments Using a Metadata Search
Patent Filed (Pending)

Interacting With Hierarchical Clusters of Video Segments Using a Video Timeline
Patent Filed (Pending)

Refining Image Acquisition Data Through Domain Adaptation
Patent Filed (Pending)

Rendering Scene-Aware Audio Using Neural Network-Based Acoustic Analysis
Patent Filed (Pending)

Product Tech Transfers and Demos

Speech-Aware Animation

Shipped in Adobe Character Animator, an AI-powered Sensei ML Feature, 2020

Lead Researcher/Developer: **Dingzeyu Li**

Project On the Beat: An AI-powered music video editing tool for synchronizing body movements to beats

Adobe MAX Sneaks Demo 2020

Presenter: Yang Zhou

Collaborators: **Dingzeyu Li**, Jun Saito, Deepali Aneja, Jimei Yang

Project Sweet Talk: Audio Driven Facial Animation from Single Image

Adobe MAX Sneaks Demo 2019

Presenter: **Dingzeyu Li**

Collaborators: Yang Zhou, Jose Echevarria, Eli Shechtman

Physics-Aware 3D Shape Drop to Ground

Shipped in Adobe Dimension, 2019

Lead Researcher/Developer: **Dingzeyu Li**

Robust Noise-Resilient Automatic Lipsync and Interactive Adjustment

Shipped in Adobe Character Animator, 2019

Lead Researcher/Developer: **Dingzeyu Li**

Awards and Honors

Technical Emmy Award by the National Academy of Television Arts and Sciences	2020
Adobe MAX Sneaks Demo (10 accepted from 200+ Adobe-wide submissions)	2019, 2020
Outstanding Chinese Overseas Student Scholarship (top 0.1% of all overseas students)	2018
NVIDIA GTC Invited Poster	2018
ACM UIST Best Paper Award (3 awardees out of 324 submissions)	2017
ACM UIST Doctoral Symposium & Travel Grant	2017
Adobe Research Fellowship	2017
NVIDIA Graduate Fellowship Finalist	2017
Columbia CS Department Service Award	2017
Shapeways Education Grant on Computational Fabrication	2016
ICCV Student Travel Award	2013
HKUST Academic Achievement Medal	2013
HKUST CSE, ECE, and School of Engineering Scholarship	2009 - 2013
HKUST Dean's List	2009 - 2012
Best Idea Award and Mabuchi Motor Award in Asia-Pacific International Robocon, Thailand	2011
Champion in Asia-Pacific Robot Contest (ABU Robocon), Hong Kong	2011

HKUST University Scholarship 2009

Advising

Yang Zhou, PhD student - University of Massachusetts, Amherst 2019 - present
Yapeng Tian, PhD student - University of Rochester 2019 - present
Henrique Maia, PhD student - Columbia University 2018 – present
Zekun Hao, PhD student - Cornell University 2019
Zhenyu Tang, PhD student - University of Maryland - College Park 2019
Simon Niklaus, PhD student - Portland State University 2019
next stop: Research Scientist at Adobe Research
Sebastian Cueva-Caro, undergrad - Columbia University 2017 - 2018
project: mass optimization for 3D printing
Jingyu Qian, MS student - Columbia University 2017 - 2018
Cheng Zhang, MS student - Columbia University 2017
next stop: PhD student at University of California, Irvine
Brandon Cui, visiting undergrad - Stanford University 2016
next stop: Research Engineer at Facebook AI Research (FAIR)
Vaibhav Siva Vavilala, undergrad (NSF REU Fellow) - Columbia University 2015
next stop: Pixar

Previous Experience

Columbia University - graduate researcher & teaching assistant 2013 - 2018
Advisor: Changxi Zheng
Adobe Research - research intern 2017
Manager: Timothy Langlois
Columbia Makerspace - superuser 2016 - 2018
Advisor: Ioannis Kymissis
Disney Research - research intern 2015
Managers: David I.W. Levin, Wojciech Matusik
HKUST - undergraduate research assistant 2010 - 2013
Advisor: Chi-Keung Tang
HKUST - robotic engineer & robotics team coordinator 2009 - 2011
Advisors: Guyue Zhou, Zexiang Li

Professional Service

International Program Committees:

Eurographics, Technical Papers 2020, 2021
Graphics Interface, Technical Papers 2020
ACM International Conference on Multimedia (MM) 2019, 2020
Eurographics, Short Papers 2019
CASA, International Conference on Computer Animation and Social Agents 2018
Workshop on Virtual Reality meets Physical Reality at SIGGRAPH Asia 2016

Reviewer for International Top Conferences & Journals:

ICCV, CVPR, SIGGRAPH, SIGGRAPH Asia, ACM Transactions on Graphics UIST, CHI, ECCV, ACCV, BMVC, IEEE VR, CAVW, VRST, JMIV, Neurocomputing, Eurographics, Computers & Graphics