

Lingxiao Li

Massachusetts Institute of Technology

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EDUCATION

- Ph.D. Candidate in Computer Science, MIT** *Sep. 2019 – Present*
Geometric Data Processing Group
Advisor: Justin Solomon
GPA: 5.0/5.0
- Master of Science in Mathematics, Stanford University** *Sep. 2018 – Jun. 2019*
GPA: 4.05/4.3
- Bachelor of Science, Stanford University** *Sep. 2014 – Jun. 2018*
Double major in Computer Science and Mathematics (with Honors)
Advisor: Daniel Bump
GPA: 4.05/4.3
- University of Oxford, Stanford Bing Overseas Studies Program** *Sep. 2016 – Dec. 2016*

PUBLICATIONS

Learning Proximal Operators to Discover Multiple Optima

Lingxiao Li, Noam Aigerman, Vladimir G. Kim, Jiajin Li, Kristjan Greenewald, Mikhail Yurochkin, Justin Solomon
Preprint

Wasserstein Iterative Networks for Barycenter Estimation

Alexander Korotin, Vage Egiazarian, [Lingxiao Li](#), Evgeny Burnaev
Preprint

Do Neural Optimal Transport Solvers Work? A Continuous Wasserstein-2 Benchmark

Alexander Korotin, [Lingxiao Li](#), Aude Genevay, Justin Solomon, Alexander Filippov, Evgeny Burnaev
Conference and Workshop on Neural Information Processing Systems (NeurIPS), 2021

Large-Scale Wasserstein Gradient Flows

Petr Mokrov, Alexander Korotin, [Lingxiao Li](#), Aude Genevay, Justin Solomon, Evgeny Burnaev
Conference and Workshop on Neural Information Processing Systems (NeurIPS), 2021

Interactive All-Hex Meshing via Cuboid Decomposition

[Lingxiao Li](#), Paul Zhang, Dmitriy Smirnov, S Mazdak Abulnaga, Justin Solomon
SIGGRAPH Asia, 2021

Continuous Wasserstein-2 Barycenter Estimation without Minimax Optimization

Alexander Korotin, [Lingxiao Li](#), Justin Solomon, Evgeny Burnaev
Conference on Learning Representations (ICLR), 2021

Continuous Regularized Wasserstein Barycenters

[Lingxiao Li](#), Aude Genevay, Mikhail Yurochkin, Justin Solomon
Conference and Workshop on Neural Information Processing Systems (NeurIPS), 2020

Supervised Fitting of Geometric Primitives to 3D Point Clouds

[Lingxiao Li](#)^{*}, Minhyuk Sung^{*}, Anastasia Dubrovina, Li Yi, and Leonidas Guibas (^{*} equal contribution)
Oral presentation at Computer Vision and Pattern Recognition (CVPR), 2019

AWARDS

MIT EECS Frederick C. Hennie III Teaching Award	2021
Recognition of outstanding contribution to departmental teaching	
MIT EECS Great Educator Fellowship	2019-2020
Twelve-month fellowship covering first-year Ph.D. tuition and living expenses	
Stanford Frederick Emmons Terman Engineering Scholastic Award	2018
Awarded to the top 5% graduating seniors in the engineering school	
Stanford CS348B Rendering Competition, <i>Grand Prize</i>	2016
International Collegiate Programming Contest	2014-2015
<i>World finalist</i> representing Stanford, <i>second place</i> in Pacific Northwest regional contest	
Stanford Larry Yung Scholarship	2014-2018
Full tuition coverage for the undergraduate study at Stanford	
Chinese National Olympiad in Informatics, <i>gold medalist</i>	2012
Asia-Pacific Informatics Olympiad, <i>gold medalist</i>	2012

WORK EXPERIENCE

Adobe Inc, San Francisco, CA, <i>Research Intern</i>	2021 Summer
Worked on implicit-function-based symmetry and recurring pattern detection methods.	
MIT, Geometric Data Processing Group, Cambridge, MA, <i>Research Assistant</i>	2019-now
Develop geometric techniques for machine learning, computer vision and graphics.	
Stanford, Geometry Processing Lab, CA, <i>Graduate Research Assistant</i>	2018-2019
Led a research team at Guibas Lab to develop novel methods for 3D surface reconstruction (shape completion via symmetric, geometric primitive fitting), in remote collaboration with a research team from Siemens Corporation.	
Rubrik, Inc., Palo Alto, CA, <i>Software Engineering Intern</i>	2017 Summer
Developed a secure and persistent method to access MSSQL from other platforms via Samba and TLS tunnel.	
Intentional Software Corporation, Bellevue, WA, <i>Software Engineering Intern</i>	2016 Summer
Developed a new threading model of the texture cache for the graphics team.	
Facebook, Inc., Menlo Park, CA, <i>Software Engineering Intern</i>	2015 Summer
Redesigned and implemented “profile tiles” on the Facebook web platform to allow a more unified look and feel on the profile page.	
Fangtsun Games, Chengdu, China, <i>Game Developer</i>	2013-2014
Supported the development of a detective story-based indie game rendered in ancient Chinese art style named “shadow play” as a founding member at a local game startup.	