

Lingxiao Li

Research Scientist at Netflix
✉ lingxiaol@netflix.com

EDUCATION

- Ph.D. Candidate in Computer Science, MIT** *Sep. 2019 – May 2024*
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*

WORK EXPERIENCE

- Netflix, Remote, Research Scientist** *2024 Summer – Present*
Working on content creation for original series, movies, and video games.
- Microsoft Research, Boston, MA, Research Intern** *2023 Summer*
Worked with Lester Mackey on compression and bias correction of samples.
- Adobe Inc, San Francisco, CA, Research Intern** *2021 Summer*
Worked with Noam Aigerman and Vladmir G. Kim on implicit-function-based symmetry and recurring pattern detection methods.
- Stanford, Geometry Processing Lab, CA, Graduate Research Assistant** *2018-2019*
Led a research team at Guibas Lab on 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, Software Engineering Intern** *2017 Summer*
Developed a secure and persistent method to access MSSQL from other platforms via Samba and TLS tunnel.
- Intentional Software Corporation, Bellevue, WA, Software Engineering Intern** *2016 Summer*
Developed a new threading model of the texture cache for the graphics team.
- Facebook, Inc., Menlo Park, CA, Software Engineering Intern** *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, Game Developer** *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.

PUBLICATIONS

- Debiased Distribution Compression**
[Lingxiao Li](#), Raaz Dwivedi, Lester Mackey
International Conference on Machine Learning (ICML), 2024

Self-Consistent Velocity Matching of Probability Flows

Lingxiao Li, Samuel Hurault, Justin Solomon

Conference on Neural Information Processing Systems (NeurIPS), 2023

Sampling with Mollified Interaction Energy Descent

Lingxiao Li, Qiang Liu, Anna Korba, Mikhail Yurochkin, Justin Solomon

Conference on Learning Representations (ICLR), 2023

Learning Proximal Operators to Discover Multiple Optima

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

Conference on Learning Representations (ICLR), 2023

Wasserstein Iterative Networks for Barycenter Estimation

Alexander Korotin, Vage Egiazarian, Lingxiao Li, Evgeny Burnaev

Conference on Neural Information Processing Systems (NeurIPS), 2022

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

Alexander Korotin, Lingxiao Li, Aude Genevay, Justin Solomon, Alexander Filippov, Evgeny Burnaev

Conference 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 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 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, Grand Prize

2016

International Collegiate Programming Contest

2014-2015

World finalist representing Stanford, second place 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, gold medalist

2012

Asia-Pacific Informatics Olympiad, gold medalist

2012