# Zhenyuan (Desmond) Liu

PhD Student, ETH Zurich, Switzerland Advisor: Prof. Bernd Bickel https://desmondlzy.me

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### **Publications**

**Liu Zhenyuan**, Yu Guo, Xinyuan Li, Bernd Bickel, Ran Zhang: "BiGS: Bidirectional Gaussian Primitives for Relightable 3D Gaussian Splatting", *3D Vision 2025 (to appear)*. doi: 10.48550/arXiv.2408.13370

**Liu Zhenyuan**, Michal Piovarči, Christian Hafner, Raphaël Charrondière, Bernd Bickel: "Directionality-Aware Design of Embroidery Patterns", *Computer Graphics Forum (Eurographics 2023)*. doi: 10.1111/cgf.14770

**Zhenyuan Liu**, Jingyu Hu, Hao Xu, Peng Song, Ran Zhang, Bernd Bickel, Chi-Wing Fu: "Worst-Case Rigidity Analysis and Optimization for Assemblies with Mechanical Joints", *Computer Graphics Forum (Eurographics 2022)*. doi: 10.1111/cgf.14490

#### Education

Work Experience		
Professor Charles K. Kao Research Exchange Scholarship		2020
Arthur and Louise May Memorial Scholarship		2020
EPFL EDIC PhD Student Fellowship		2022
Awards and Honors		
<ul> <li>Proposed a metric for the structural rigidity of assemblies and devised algorithms to impro</li> <li>Presented the results as a technical paper at <b>Eurographics 2022</b>, Reims, France</li> </ul>	ove the rig	gidity
Advisor: Prof. Chi-Wing Fu, CUHK and Prof. Bernd Bickel, ISTA		
Bachelor Thesis: Rigidity Analysis for Assembly Structures	2020.07 -	- 2021.09
<ul> <li>Research Intern: Computational Embroidery</li> <li>Advisor: Prof. Bernd Bickel, Institute of Science and Technology Austria (ISTA)</li> <li>Recreated a chromatic image in the real world using a programmable sewing machine</li> <li>Presented the results as a technical paper at Eurographics 2023, Saarbrücken, Germany</li> </ul>	2021.09 -	- 2022.08
<ul> <li>Advisor: Ran Zhang, Tencent North America</li> <li>Developed a novel 3D representation for relightable rendering with Gaussian splatting</li> <li>Participated in internal projects on video generation using diffusion models</li> <li>Paper accepted to <b>3D Vision 2025</b>, Singapore</li> </ul>		
Research Experience Research Intern: Relightable 3D Gaussian Splatting	2023 09 -	- 2024 02
<b>The Chinese University of Hong Kong (CUHK)</b> BSc. in Computer Science; First Class Honors; Major GPA: 3.95/4.00 Exchange Program at <i>University of Toronto</i> (2020.01 – 2020.04)	2017.09 -	- 2021.07
<b>EPFL, Switzerland</b> PhD Student in Computer and Communication Sciences	2022.09 -	- 2023.09
<b>ETH Zurich, Switzerland</b> PhD Student in Department of Architecture	2024.02 -	- Present

Backend Development Intern, Tencent, China

2021.01 - 2021.06

- Maintained the backend billing platform that processes millions of API invocations for the cloud servicesDeveloped using Golang the backend of an internal data platform service
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## Miscellaneous

- Served as Teaching Assistant for *Introduction to Computer Graphics Spring 2023* at EPFL
- Prepared teaching material for Materials for Architectural Rendering Autumn 2024 at ETH Zurich
- Served as Reviewer for ACM SIGGRAPH, ACM Symposium on Computational Fabrication