

Zhengqi Li | Curriculum Vitae

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Education

Cornell Tech, Cornell University

Ph.D. in computer science, GPA: 4.00/4.00

Advisor: Prof. Noah Snavely

New York, NY

2016–2021

University of Minnesota, Twin Cities

Bachelor of Computer Engineering with High Distinction, GPA: 3.99/4.00

Minneapolis, MN

2013–2016

Awards

- **Best Paper Honorable Mention Award**, CVPR 2025 2025
- **Best Paper Award**, CVPR 2024 2024
- **Best Student Paper Award**, ICCV 2023 2023
- **Best Paper Honorable Mention Award**, CVPR 2023 2023
- **Baidu AI Top 100 New Researchers**, Baidu 2021
- **Google PhD Fellowship**, Google 2020
- **Adobe Research Fellowship**, Adobe Research 2020
- **Best Paper Honorable Mention Award**, CVPR 2019 2019
- **TA Outstanding Award**, Cornell University 2017
- **Outstanding Undergraduate Researchers Honorable Mention**, CRA 2016
- **National Scholarship of China**, Ministry of Education of China 2012

Experience

Staff Research Scientist

Google DeepMind

2026–

Senior Research Scientist

Adobe Research

2024–2026

Senior Research Scientist

Google DeepMind

2023–2024

Research Scientist

Google Research

2021–2023

Cornell Graphics and Vision Group

Advisor: Prof. Noah Snavely

Cornell Tech

2016–2021

Research Intern, Adobe Research

Mentor: Oliver Wang, Simon Niklaus

Seattle & NYC

2020

Research Intern, Facebook Reality Lab

Mentor: Prof. Fernando De la Torre

MPK

2019

Intern, Google Research*Mentor: Tali Dekel***Cambridge & NYC**

2018-2019

Multiple Autonomous Robotic Systems (MARS) Laboratory*Advisor: Prof. Stergios Roumeliotis***UMN**

2014-2016

Robotic Sensor Networks (RSN) Laboratory*Advisor: Prof. Volkan Isler***UMN**

2015

Publications

- o **Zhengqi Li**, Richard Tucker, Forrester Cole, Qianqian Wang, Linyi Jin, Vickie Ye, Angjoo Kanazawa, Aleksander Holynski, Noah Snavely. MegaSaM: Accurate, Fast and Robust Structure and Motion from Casual Dynamic Videos. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2024 (**Best Paper Honorable Mention Award**)
- o Linyi Jin, Richard Tucker, **Zhengqi Li**, David Fouhey, Noah Snavely, Aleksander Holynski. Stereo4D: Learning How Things Move in 3D from Internet Stereo Videos. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2025 (**Oral**)
- o Ruojin Cai, Jason Y. Zhang, Philipp Henzler, **Zhengqi Li**, Noah Snavely, Ricardo Martin-Brualla. Can Generative Video Models Help Pose Estimation?. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2025 (**Highlight**)
- o Boyang Deng, Richard Tucker, **Zhengqi Li**, Leonidas J. Guibas, Noah Snavely, Gordon Wetzstein. Streetscapes: Large-scale Consistent Street View Generation Using Autoregressive Video Diffusion. *International Conference on Computer Graphics and Interactive Technique (SIGGRAPH)*, 2024
- o **Zhengqi Li**, Richard Tucker, Noah Snavely, Aleksander Holynski. Generative Image Dynamics. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2024 (**Best Paper Award**)
- o Qianqian Wang, Yen-Yu Chang, Ruojin Cai, **Zhengqi Li**, Bharath Hariharan, Aleksander Holynski, Noah Snavely. Tracking Everything Everywhere All at Once. *International Conference on Computer Vision (ICCV)*, 2023 (**Best Student Paper Award**)
- o **Zhengqi Li**, Qianqian Wang, Forrester Cole, Richard Tucker, Noah Snavely. DynIBaR: Neural Dynamic Image-Based Rendering. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2023 (**Best Paper Honorable Mention Award**)
- o Lucy Chai, Richard Tucker, **Zhengqi Li**, Phillip Isola, Noah Snavely. Persistent Nature: A Generative Model of Unbounded 3D Worlds. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2023
- o Mohammed Suhail, Erika Lu, **Zhengqi Li**, Noah Snavely, Leonid Sigal, Forrester Cole. Associating Objects and their Effects in Unconstrained Monocular Video. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2023
- o **Zhengqi Li**, Qianqian Wang, Noah Snavely, Angjoo Kanazawa. InfiniteNature-Zero: Learning Perpetual View Generation of Natural Scenes from Single Images. *European Conference on Computer Vision (ECCV)*, 2022 (**Oral**)
- o Zhoutong Zhang, Forrester Cole, **Zhengqi Li**, Michael Rubinstein, Noah Snavely, William T. Freeman . Structure and Motion for Casual Videos. *European Conference on Computer Vision (ECCV)*, 2022
- o Jiaming Sun, Xi Chen, Qianqian Wang, **Zhengqi Li**, Hadar Averbuch-Elor, Xiaowei Zhou, Noah Snavely. Neural 3D Reconstruction in the Wild. *International Conference on Computer Graphics and Interactive Technique (SIGGRAPH Conference Proceeding)*, 2022

- o Qianqian Wang, **Zhengqi Li**, David Salesin, Noah Snavely, Brian Curless, Janne Kontkanen. 3D Moments from Near-Duplicate Photos. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2022
- o Vickie Ye, **Zhengqi Li**, Richard Tucker, Angjoo Kanazawa, Noah Snavely. Deformable Sprites for Unsupervised Video Decomposition. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2022 **(Oral)**
- o Kai Zhang, Fujun Luan, **Zhengqi Li**, Noah Snavely. IRON: Inverse Rendering by Optimizing Neural SDFs and Materials from Photometric Images . *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2022 **(Oral)**
- o **Zhengqi Li**, Simon Niklaus, Noah Snavely, Oliver Wang. Neural Scene Flow Fields for Space-Time View Synthesis of Dynamic Scenes. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2021
- o **Zhengqi Li**, Wenqi Xian, Abe Davis, Noah Snavely. Crowdsampling the Plenoptic Function. *European Conference on Computer Vision (ECCV)*, 2020 **(Oral)**
- o **Zhengqi Li**, Tali Dekel, Forrester Cole, Richard Tucker, Noah Snavely, Ce Liu, William T. Freeman. MannequinChallenge: Learning the Depths of Moving People by Watching Frozen People. *IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI)*
- o Wenqi Xian*, **Zhengqi Li***, Matthew Fisher, Jonathan Eisenmann, Eli Shechtman, Noah Snavely. Upright-Net: Geometry-Aware Camera Orientation Estimation from Single Images. *International Conference on Computer Vision (ICCV)*, 2019 (* equal contribution)
- o **Zhengqi Li**, Tali Dekel, Forrester Cole, Richard Tucker, Noah Snavely, Ce Liu, William T. Freeman. Learning the Depths of Moving People by Watching Frozen People. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2019 **(Best Paper Honorable Mention Award)**
- o **Zhengqi Li**, Noah Snavely. CGINTRINSICS: Better Intrinsic Image Decomposition through Physically-Based Rendering. *European Conference on Computer Vision (ECCV)*, 2018
- o **Zhengqi Li**, Noah Snavely. Learning Intrinsic Image Decomposition from Watching the World. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2018 **(Spotlight)**
- o **Zhengqi Li**, Noah Snavely. MegaDepth: Learning Single-View Depth Prediction from Internet Photos. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2018 (Invited to be presented at Bridges to 3D Workshop, CVPR 2018)
- o **Zhengqi Li**, Volkan Isler. Large Scale Image Mosaic Construction for Agricultural Applications. *IEEE Robotics and Automation Letters (RA-L)*, 2016
- o **Zhengqi Li**, Volkan Isler. Large Scale Image Mosaic Construction for Agricultural Applications. *IEEE International Conference on Robotics and Automation (ICRA)*, 2016

Patent

- o Oliver Wang, Simon Niklaus, **Zhengqi Li**. View synthesis of a dynamic scene. *US Patent App. 17/204,571, 2022*
- o Tali Dekel, Cole Forrester, Ce Liu, William Freeman, Richard Tucker, Noah Snavely, **Zhengqi Li**. Depth Determination for Images Captured with a Moving Camera and Representing Moving Features . *US Patent App. 16 / 578,215, 2021*
- o Volkan Isler and **Zhengqi Li**. Large scale image mosaic construction for agricultural applications. *US Patent App. 15/415,347, 2018*

Invited Talks

- o Computer Vision and Graphics Seminar, Peking University, 2025
- o 4D Dynamic Reconstruction Workshop, CVPR 2023
- o Peking University Computer Vision and Graphics Seminar, 2022
- o China Society of Image and Graphics (CSIG) 3DV, 2021
- o Sun Yat-Sen University Computer Vision and Graphics Seminar, 2021
- o MIT 3D Representations Seminar, 2021
- o UCSD Computer Vision and Graphics Seminar, 2021
- o NVIDIA GPU Technology Conference (GTC), 2020
- o GAMES: Graphics And Mixed Environment Seminar (GAMES), 2019

Other Services

- o Area Chair
 - International Conference on Computer Vision (ICCV)
 - Computer Vision and Pattern Recognition (CVPR)
 - European Conference on Computer Vision (ECCV)
- o Technical paper reviewer
 - Computer Vision and Pattern Recognition (CVPR)
 - European Conference on Computer Vision (ECCV)
 - International Conference on Computer Vision (ICCV)
 - International Conference on 3D Vision (3DV)
 - Asian Conference on Computer Vision (ACCV)
 - British Machine Vision Conference (BMVC)
 - International Journal of Computer Vision (IJCV)
 - ACM SIGGRAPH
 - ACM SIGGRAPH Asia
 - IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI)
 - IEEE Robotics and Automation Letters (RA-L)
 - International Conference on Robotics and Automation (ICRA)
 - International Conference on Intelligent Robots and Systems (IROS)
 - IEEE Transactions on Image Processing (TIP)
 - IEEE VR
- o Teaching Assistant
 - CS5787: Deep Learning, Cornell Tech
 - CS5670: Introduction to Computer Vision, Cornell University
 - CS4750/5750: Foundations of Robotics, Cornell University