

LIXIN YANG, 杨理欣

ABOUT ME

Webpage: <https://lixiny.github.io>

GitHub: <https://github.com/lixiny>

Twitter: @lixinyang__

Contact: +86 132-6254-8596 | siriusyang@sjtu.edu.cn

I'm a fourth year PhD candidate in the department of [Computer Science](#), [Shanghai Jiao Tong University](#) (SJTU). Starting from 2019, I have been in [Machine Vision and Intelligence Group](#) under the supervision of Prof. Cewu Lu. Prior to that, I received my M.S degree at the [Intelligent Robot Lab](#) in SJTU. My research interests include Computer Vision, Robotic Vision, 3D Vision and Graphics. Currently, I am focusing on modeling and imitating the interaction of hand manipulating objects, including 3D hand pose and shape from X, hand-object reconstruction, animation and synthesis. I am also interested in NERF and motion retargeting.

EDUCATION

Ph.D Candidate at *Shanghai Jiao Tong University, Shanghai, China, 2019–Present*
Computer Science, [Machine Vision and Intelligence Group](#);
Working with Prof. Cewu Lu

Master of Science at *Shanghai Jiao Tong University, Shanghai, China, 2016-2019*
Mechanical Engineering – Robotics, [Intelligent Robot Lab](#);

Bachelor of Engineering at *Hunan University, Hunan, China, 2012-2016*
Visiting Student at *University of California, Santa Barbara, US, 2015,*
Mechanical Engineering;
*National Scholarship (Top 1%), 2014

PUBLICATIONS

1. “[DART: Articulated Hand Model with Diverse Accessories and Rich Textures](#)” - Daiheng Gao, Yuliang Xiu, KaiLin Li, **Lixin Yang**, Feng Wang, Peng Zhang, Bang Zhang, Cewu Lu, Ping Tan, *Conference on Neural Information Processing Systems (NeurIPS) - Datasets and Benchmarks Track, 2022*
2. “[OakInk: A Large-scale Knowledge Repository for Understanding Hand-Object Interaction](#)” - **Lixin Yang**, Kailin Li, Xinyu Zhan, Fei Wu, Anran Xu, Liu Liu, Cewu Lu, *IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2022*
3. “[ArtiBoost: Boosting Articulated 3D Hand-Object Pose Estimation via Online Exploration and Synthesis](#)” - **Lixin Yang**, Kailin Li, Xinyu Zhan, Jun Lv, Wenqiang Xu, Jiefeng Li, Cewu Lu, *IEEE Conference on Computer Vision and Pattern Recognition (CVPR) Oral Presentation, 2022*
4. “[CPF: Learning a Contact Potential Field to Model the Hand-Object Interaction](#)” - **Lixin Yang**, Xinyu Zhan, Kailin Li, Wenqiang Xu, Jiefeng Li, Cewu Lu, *IEEE International Conference on Computer Vision (ICCV), 2021.*
5. “[HandTailor: Towards High-Precision Monocular 3D Hand Recovery](#)” - Jun Lv, Wenqiang Xu, **Lixin Yang**, Sucheng Qian, Chongzhao Mao, Cewu Lu, *The British Machine Vision Conference (BMVC)*

2021.

6. “HybrIK: A Hybrid Analytical-Neural Inverse Kinematics Solution for 3D Human Pose and Shape Estimation” - Jiefeng Li, Chao Xu, Zhicun Chen, Siyuan Bian, **Lixin Yang**, Cewu Lu, *IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2021*
7. “BiHand: Recovering Hand Mesh with Multi-Stage Bisected Hourglass Networks” - **Lixin Yang**, Jiasen Li, Wenqiang Xu, Yiqun Diao, Cewu Lu, *The British Machine Vision Conference (BMVC) 2020*.
8. “Robotic Hand-Eye Calibration with Depth Camera: A Sphere Model Approach” - **Lixin Yang**; Qixin Cao; Minjie Lin; Haoruo Zhang; Zhuoming Ma, *IEEE International Conference on Control, Automation and Robotics (ICCAR) 2018*

PROJECTS

- **RobotFlow** Project, <https://robotflow.ai>, 2019-Present
- Multi-Cameras SLAM System, 2016-2019, Founded by Huawei.

INTERNSHIP

- nreal, Research Intern, 2022
- Shanghai Qi Zhi Institute, Research Intern, 2021-2022
- Tencent Shanghai YouTu Lab, 2018