Stanford

Chen Geng

Ph.D. Student in Computer Science, admitted Autumn 2023

Bio

BIO

I'm a first-year CS Ph.D. student at Stanford. I'm advised by Prof. Jiajun Wu and affiliated with the Stanford Vision and Learning Lab. My research lies at the intersection between Graphics, 3D Vision, and Machine Learning. Specifically, I'm currently interested in physical scene understanding by inverting graphics engines.

Previously, I got my bachelor's degree in Computer Science from Zhejiang University in 2023, with an honors degree from Chu Kochen Honors College. During my undergraduate, I was fortunate to work closely with Prof. Xiaowei Zhou, Prof. Sida Peng and Prof. Jiajun Wu on several research projects.

You can find more information on my homepage: https://chen-geng.com

EDUCATION AND CERTIFICATIONS

- B.Eng.(Honours), Zhejiang University , Computer Science (2023)

LINKS

- Homepage: https://chen-geng.com

Publications

PUBLICATIONS

- **Implicit Neural Representations With Structured Latent Codes for Human Body Modeling.** *IEEE transactions on pattern analysis and machine intelligence*
  Peng, S., Geng, C., Zhang, Y., Xu, Y., Wang, Q., Shuai, Q., Zhou, X., Bao, H.
  2023; 45 (8): 9895-9907

- **Tree-Structured Shading Decomposition**
  Geng, C., Yu, H., Zhang, S., Agrawala, M., Wu, J., IEEE
  IEEE COMPUTER SOC.2023: 488-498

- **Learning neural volumetric representations of dynamic humans in minutes** *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*
  Geng, C., Peng, S., Xu, Z., Bao, H., Zhou, X.
  2023: 8759-8770

- **Novel View Synthesis of Human Interactions from Sparse Multi-view Videos** *SIGGRAPH '22: ACM SIGGRAPH 2022 Conference Proceedings*
  Shuai, Q., Geng, C., Fang, Q., Peng, S., Shen, W., Zhou, X., Bao, H.
  2022