

York City.

- Development and maintenance of the Aviation Tenant Alteration Management System of the Port Authority of New York and New Jersey.

eCommerce Technology, Inc. (Cupertino, CA)

5/98-9/98

Summer Intern

- Initiated and developed Photo3DPlayer 1.0, an ActiveX plug-in to display 3D object photorealistically using image-based rendering. It is the ancestor of Net3D Player 2.0 of eCommerce Technology, Inc.

Buton Information Inc (Xi'an, China)

7/95-9/97

Programmer

- Developed the Office Automation System for the Second Color Tube Plant of Shaanxi Province of China.
- Developed the General Exam Paper Generating System.

Xi'an Jiaotong University, Institute of Artificial Intelligence & Robotics (China)

9/92-12/97

Research Assistant, Lecturer

- Extended light field rendering to dynamic scenes.
- Initiated and developed a parallel version of OpenGL using Parallel Virtual Machine.
- Developed a system of model-based facial compression (Master thesis).

Publications

Over 20 papers in the fields of computer graphics, scientific visualization and computer vision on prestigious journals and conferences. See appendix for detail.

Patent

- Arie Kaufman and Wei Li, Volume Rendering with Contouring Texture Hulls, *Pending*.

Computer Skills

C/C++, OpenGL, CG, Visual Basic, Delphi, Java, MS Access, Matlab, Direct X, CA Clipper, Windows, Linux, HTML, VRML.

Appendix:

Publications

Journal Papers

1. **Wei Li**, Xiaoming Wei, and Arie Kaufman, **Implementing Lattice Boltzmann Computation on Graphics Hardware**. To appear in *The Visual Computer*, 2003
2. Xiaoming Wei, **Wei Li**, Klaus Mueller, and Arie Kaufman, **The Lattice-Boltzmann Method for Gaseous Phenomena**. To appear in *IEEE Transaction on Visualization & Computer Graphics*.
3. Nanning Zheng, Wenwei Song and **Wei Li**, **Image Coding based on Flexible Contour Model**, *Machine Graphics & Vision*, Vol. 8, No. 1, 1999, pp. 83-94.
4. **Wei Li**, Qi Ke, Xiaohu Huang and Nanning Zheng, **Light Field Rendering of Dynamic Scenes**, *Machine Graphics & Vision*, Vol. 7, No. 3, 1998, pp. 551-563.
5. **Wei Li**, Xiaohu Huang and Nanning Zheng, **Parallel Implementing OpenGL on PVM**, *Parallel Computing* (23)12 (1997) Elsevier Science, pp.1839-1850.

Conference Papers

6. **Wei Li**, Klaus Mueller, and Arie Kaufman, **Empty Space Skipping and Occlusion Clipping for Texture-based Volume Rendering**, To appear in *IEEE Visualization* 2003.
7. **Wei Li** and Arie Kaufman, **Texture Partitioning and Packing for Accelerating Texture-based Volume Rendering**, *Graphics Interface* 2003, pp 81-88.
8. Xiaoming Wei, Ye Zhao, Zhe Fan, **Wei Li**, Suzi Yoakum-Stover and Arie Kaufman, **Blowing in the Wind**, *ACM Siggraph/Eurographics Symposium on Computer Animation 2003*, pp 75-85.
9. Xiaoming Wei, **Wei Li**, and Arie Kaufman, **Melting and Flowing of Viscous Volumes**. *Computer Animation and Social Agents (CASA)'03*, pp. 54-59.
10. Xiaoming Wei, **Wei Li**, and Arie Kaufman, **Interactive Flowing of Viscous Lava Volumes in Virtual Environments**. Post paper of *IEEE Virtual Reality 2003*.
11. **Wei Li** and Arie Kaufman, **Accelerating Volume Rendering with Texture Hulls**, *IEEE/Siggraph Symposium on Volume Visualization and Graphics 2002*, pp. 115-122.
12. Xiaoming Wei, **Wei Li**, Klaus Mueller, and Arie Kaufman, **Simulating Fire with Texture Splats**, *IEEE Visualization 2002 (Vis'02)*, pp 227-234.
13. **Wei Li**, Arie Kaufman, and Kevin Kreeger, **Real-time Volume Rendering for Virtual Colonoscopy**. In *Volume Graphics 2001*, Springer, pp 363-374.
14. Min Wan, **Wei Li**, Kevin Kreeger, Ingmar Bitter, Arie. Kaufman, Zhenrong Liang, Dongqing Chen, and Mark Wax, **3D Virtual Colonoscopy with Real-time Volume Rendering**, *SPIE's International Symposium on Medical Imaging 2000*, pp., February 2000
15. Xiaohu Huang, **Wei Li**, and Nanning Zheng, **New parallel volume rendering using a pipeline framework**, *SPIE Proceedings* Volume 3017, pp. 111-119, 1997.
16. **Wei Li**, Nanning Zheng, and Lixing Yuan, **Modelling Facial Image with Flexible Contour Method**, In R. Mohr & C. Wu eds. *Proceedings of Europe-China Workshop on Geometrical Modeling and Invariants for Computer Vision (GMICV'95)*, Xi'an, Apr. 1995, Xidian University Press, pp.352-355.
17. **Wei Li**, Nanning Zheng, and Lixing Yuan, **Delaunay Triangulation of Flexible Contour Model**, In R. Mohr & C. Wu eds. *Proceedings of Europe-China Workshop on Geometrical Modeling and Invariants for Computer Vision (GMICV'95)*, Xi'an, Apr. 1995, Xidian University Press, pp.41-46.

Papers in Chinese Journals

18. **Wei Li**, Xiaohu Huang, and Nanning Zheng, **OpenGL based on Parallel Virtual Machine**, *Journal of Computer*, 1999.
19. **Wei Li** and Nanning Zheng, **Image Compression based on Flexible Contour Model**, *Chinese Journal of nonferrous metal*, Vol. 5 Suppl. 4, pp. 42-48, Oct. 1995. (Special issue on intelligent robots).
20. **Wei Li**, Xiaohu Huang and Nanning Zheng, **Parallel Distributed Graphics Generating System**, *Journal of Xi'an Jiaotong University*, Sep. 1997.
21. Xiaohu Huang, **Wei Li** and Nanning Zheng, **Generating and Displaying of Virtual Environment based on Local Area Network**, *Journal of Xi'an Jiaotong University*, pp.1-9, Jan. 1997.
22. Xiaohu Huang, **Wei Li**, and Nanning Zheng, **Shear-Warp based Parallel Volume Rendering on a Pipeline Framework**, *Chinese Journal of Image and Graphics*, 1998.
23. Qi Ke, **Wei Li**, **Virtual Environment Generation in Robot Simulation**, *Computer Aided Engineering / Design and Automation*, Vol. 6 1997, pp.18--26