

# MENG- LI SHIH

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## EDUCATION

**Ph.D., University of Washington**, Computer Science and Engineering

Date: Sep. 2021 – Present

Advisor: Prof. Brian Curless

**M.Sc. National Tsing Hua University**, Electrical Engineering

Date: Sep. 2017 – Mar.2020

Thesis: “Dlww2: a deep learning-based wearable vision-system with vibrotactile-feedback for visually impaired people to reach objects”

Advisor: Min Sun

**B.Sc. National Tsing Hua University**, Electrical Engineering

Date: Sep. 2013 – Jun.2017

Overall GPA: 3.98/4.30

## RESEARCH & WORK EXPERIENCE

Visiting Student @ Virginia Tech

- 3D Photography using Context-aware Layered Depth Inpainting  
[\[Paper\]](#)[\[Project Page\]](#)[\[Code\]](#)

Student Intern @ MediaTek

- Work on multi-frame based image signal processing

Research Intern @ Google (June 2022 - June 2023)

- Work on video-based novel view synthesis

Research Intern @ Meta (June 2023 - Dec 2023)

- Work on novel view synthesis using Gaussian Splatting

## TEACHING EXPERIENCE

**Teaching Assistant**

- Computer Vision, Fall 2018
- Signal and Systems, Spring 2018

## PUBLICATIONS

### Conference Papers

- **Meng-Li Shih**, Jia-Bin Huang, Changil Kim, Rajvi Shah, Johannes Kopf, Chen Gao, “Modeling Ambient Scene Dynamics for Free-view Synthesis” Siggraph, 2024. [[Paper](#)]
- **Meng-Li Shih**, Wei-Chiu Ma, Lorenzo Boyice, Aleksander Holynski, Forrester Cole, Brian L. Curless, Janne Kontkanen, “ExtraNeRF: Visibility-Aware View Extrapolation of Neural Radiance Fields with Diffusion Models” CVPR, 2024. [[Paper](#)]
- **Meng-Li Shih**, Shih-Yang Su, Johannes Kopf, Jia-Bin Huang, “3D Photography using Context-aware Layered Depth Inpainting” CVPR, 2020. [[Paper](#)]
- Fu-En Wang, Hou-Ning Hu, Hsien-Tzu Cheng, Juan-Ting Lin, Shang-Ta Yang, **Meng-Li Shih**, Hung-Kuo Chu, Min Sun, “Self-supervised Learning of Depth and Camera Motion from 360 Videos” ACCV, 2018. [[Paper](#)]
- **Meng-Li Shih**, Yi-Chun Chen, Chia-Yu Tung, Cheng Sun, Ching-Ju Cheng, Liwei Chan, Srenivas Varadarajan, Min Sun, “DLWV2: a Deep Learning-based Wearable Vision-system with Vibrotactile-feedback for Visually Impaired People to Reach Objects.” IROS, 2018. [[Paper](#)]
- Yen-Chen Lin, Zhang-Wei Hong, Yuan-Hong Liao, **Meng-Li Shih**, Ming-Yu Liu, and Min Sun, “Tactics of Adversarial Attack on Deep Reinforcement Learning Agent.” IJCAI, 2017. [[Paper](#)]

TECHNICAL  
STRENGTH

**Deep Learning Framework**  
**Programming Language**  
**Typesetting**

PyTorch  
C, C++, Python  
Latex