

Siqi Wang

CONTACT INFO

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GitHub: <https://github.com/rachael-wang>

Google Scholar: <https://scholar.google.com/citations?user=mC4US5IAAAAJ&hl=en&oi=ao>

EDUCATION

New York University

Ph.D. in Computer Science (GPA: 3.91/4.0)

New York, USA

2019–2025

- Research Interests: Computer Graphics, Geometry Processing, Physical Simulations.
- Advisors: Prof. Daniele Panozzo, Denis Zorin.

Shanghai Jiao Tong University

Bachelor of Engineering in Electrical Engineering (GPA: 3.7/4.0)

Shanghai, CN

2015–2019

- Graduate with Outstanding Honor in Shanghai (Top 5%)

National University of Singapore

Exchange Program of 2017/18 SEM1 (GPA: 4.7/5.0)

Singapore, SG

2017–2017

- Inbound Scholar of TFI LEaRN Programme (50 Asiawide)

PUBLICATIONS

- [1] **Siqi Wang**, Janos Meny, Izak Grguric, Mehdi Rahimzadeh, Denis Zorin, Daniele Panozzo, and Hsueh-Ti Derek Liu, “Solid-Shell Labeling for Discrete Surfaces”, *SIGGRAPH Asia*, 2025.
- [2] José E Cruz Serrallés*, Ilias I Giannakopoulos*, **Siqi Wang***, Damien Chen, Daniel Zint, Daniele Panozzo, Denis Zorin, and Riccardo Lattanzi, “An Optimization Framework for the Design of Radiofrequency Coils for Magnetic Resonance Imaging”, *bioRxiv*, pp. 2025–08, 2025.
- [3] Chenxi Liu, **Siqi Wang**, Matthew Fisher, Deepali Aneja, and Alec Jacobson, “2D Neural Fields with Learned Discontinuities”, in *Computer Graphics Forum (Eurographics)*, 2025.
- [4] **Siqi Wang**, Chenxi Liu, Daniele Panozzo, Denis Zorin, and Alec Jacobson, “Bézier Spline Simplification Using Locally Integrated Error Metrics”, in *SIGGRAPH Asia 2023 Conference Papers*, 2023, pp. 1–11.
- [5] Chelsea Tymms, **Siqi Wang**, and Denis Zorin, “Appearance-preserving Tactile Optimization”, *ACM Transactions on Graphics (TOG)*, vol. 39, no. 6, pp. 1–16, 2020.
- [6] Yuwei Xiao, Szeyu Chan, **Siqi Wang**, Bo Zhu, and Xubo Yang, “An Adaptive Staggered-tilted Grid for Incompressible Flow Simulation”, *ACM Transactions on Graphics (TOG)*, vol. 39, no. 6, pp. 1–15, 2020.
- [7] Ruibo Liu, Qijia Shao, **Siqi Wang**, Christina Ru, Devin Balkcom, and Xia Zhou, “Computational fabrics for monitoring human joint motion”, *US Patent App. 16/911,877*, Dec. 2020.
- [8] Ruibo Liu, Qijia Shao, **Siqi Wang**, Christina Ru, Devin Balkcom, and Xia Zhou, “Reconstructing Human Joint Motion with Computational Fabrics”, *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)*, vol. 3, no. 1, pp. 1–26, 2019.

WORK EXPERIENCE

ByteDance

Research Engineer in Computer Graphics, Physics and Animation

San Jose, CA, USA

Aug–now 2025

Roblox Corporation

Research Intern, Engine Group (Geometry)

San Mateo, CA, USA

May–Aug 2024

- Proposed a novel algorithm to automatically segment solids and shells from triangle soups, resulting in a top-tier conference paper submission.
- Experimented and implemented methods for robust hole filling with mesh/texture preservation.
- Developed the entire pipeline to automatically repair nonmanifold, nonwatertight meshes in Roblox Studio in a physically meaningful way.

Adobe Research

Research Scientist Intern, Graphics (2D&3D), BIG Lab

San Jose, CA, USA

May–Dec 2022

- Developed a novel technique for simplifying Bézier splines while preserving high visual fidelity. This approach demonstrates significant quantitative improvements over existing methods and can be effectively used to produce temporally-coherent vector graphics animations, resulting in a top-tier conference paper publication and a filed patent.
- Won the Code Quality Champion (Best Project in C++) in Adobe Code Quality Jam 2022.

TEACHING

• Geometric Modeling (CSCI-GA.3033-018)

Spring 2021

Teaching Assistant at New York University (<https://github.com/danielepanozzo/gp>)

Topics include *surface reconstruction, mesh smoothing and optimization, mesh parametrization, mesh deformation and editing, skeletal animation and skinning, fabrication-aware modeling, etc.*

• Machine Learning (CSCI-GA.2565-001)

Spring 2022

Grader at New York University (<https://rajeshhr.github.io/ml-2022/>)

Topics include *generalized linear models, graphical models, causal inference, reinforcement learning, etc.*

SKILLS

• Programming languages: C/C++, Python, MATLAB, JavaScript, SQL

• Graphics Library: Libigl, PolyFEM, OpenGL, CGAL, ParaView

• Rendering Software: Blender, Houdini

• Machine Learning Library: PyTorch

SCHOLARSHIPS AND AWARDS

- WiGRAPH (Women in Computer Graphics Research) Rising Star 2022 2022
- DeepMind Scholarship 2021
- MacCracken Fellowship (New York University) 2019
- Graduate with Outstanding Honor in Shanghai 2019
- Hongyi Scholarship (Undergraduate Research Excellence Scholarship) 2018
- Scholarship of the Temasek Foundation International Leadership Enrichment and Regional Networking Programme (TFI LEaRN) 2017
- First-class Scholarship of Lee Fushou Fund 2017

• Academic Excellence Scholarship, SJTU	2016–2018
• First Prize in the Undergraduate Mathematical Contest in Modeling of China	2016
• Mathematical Contest in Modeling, Honorable Mention	2018
• Award for Outstanding Student Cadres, SJTU	2016
• First Place in High School Students Mathematics Contest in China	2014

ACADEMIC EXPERIENCE

• SIGGRAPH Asia Reviewer	2025
• SIGGRAPH Asia Reviewer	2024
• IMWUT Reviewer	2024

INVITED TALKS

• Bézier Spline Simplification Using Locally Integrated Error Metrics SIGGRAPH Asia 2023 Sydney	2023
• Lightning Talk at WiGRAPH Rising Stars Workshop 2023 SIGGRAPH 2023 Los Angeles	2023
• A posteriori hp adaptive FEM solver for physical simulation Capital Graphics 2023	2023
• Lightning Talk at WiGRAPH Rising Stars Workshop 2022 SIGGRAPH 2022 Vancouver	2022
• Vector Graphics Liquify The University of Toronto's Dynamic Graphics Project (DGP)	2022

LEADERSHIP AND ACTIVITY

• Deputy President of the Associations' Union, SJTU Organized a variety of activities for all the associations including SJTU Alumni Day	2017–2018
• Vice President of Microsoft Student Club, SJTU Held seminars, lectures and events e.g. Microsoft Penta Hackathon 2016	2017–2018
• Inbound Scholar of TFI LEaRN Programme, NUS Presented at the TFI LEaRN Young Asian Leaders Forum	2017