Sheng-Chi Hsu

Taiwan ricky610626@gapp.nthu.edu.tw 0917 803 826 rickyeeeeee.github.io

Research Interests

I'm interested in *3d rendering*, *3d computer vision*, and *machine learning* research. I have experience in varies *3d reconstruction* topics such as *neural rendering* and *inverse rendering*.

Education

MS **National Tsing Hua University**, Information Systems and Applications — Hsing-Chu, Taiwan, Sept 2024 – present

- Working on the novel view synthesis, inverse rendering, and 3d reconstruction algorithms.

BS **National Tsing Hua University**, Electrical Engineering and Computer Science — Hsing-Chu, Taiwan, Sept 2020 – June 2024

Projects

Inverse Rendering with Gaussian Splatting July 2025 – Dec 2025

A rendering framework for Relightable Gaussian Splatting and PBR mesh hybrid rendering

- Deferred PBR shading for hybrid GS/mesh rendering with post-processing.
- Interactable 3D viewer for real-time manipulation of 3D Gaussians and 3D meshes.

Skills

Programming: Proficient with Python, C++, C, CUDA

Framework: OpenGL, Vulkan, DirectX12, Pytorch, OpenCV

Mathematics: Good understanding of differential equations, calculus, linear algebra, and probability

Languages: Chinese, English

Publications

A2TG: Adaptive Anisotropic Texttured Gaussians for Efficient 3D Scene Representation Jan 2026

Sheng-Chi Hsu, Ting-Yu Yen, Shih-Sheng Hung, Hong-Kuo Chu

ArXiv:2025