# **Shiyao Xu**

≤ xsy9915@gmail.com · S +86 18742585791 · O 41xu · A xusy2333.com

## EDUCATION

| <b>Peking University</b> , Wangxuan Institute of Computer Technology <i>M.Sc.</i> in EECS, Computer Applied Technology. Supervised by Prof. Zhouhui Lian. | 2020 - 2023 |
|---|-------------|
| Dalian University of Technology   | 2016 - 2020 |
|   |             |

### **PUBLICATIONS & PREPRINTS**

#### FD-3DGS: Flexible Disentangled 3DGS for Scenes Understanding and Manipulation

#### Shiyao Xu, Junlin Han, Jie Yang. in submission

**TL;DR:** We utilize the unique properties of SfM point-clouds and expand a semantic branch based on the original 3D Gaussians model to achieve high-quality scene understanding, retrieval, and object manipulation.

#### **DeSRF: Deformable Stylized Radiance Field**

#### Shiyao Xu, Lingzhi Li, Li Shen, Zhouhui Lian. CVPR 2023 Workshop on GCV

**TL;DR:** We introduce a deformable module and the dilated sampling method into the stylization process to achieve a high-quality, more efficient, and geometrical-learnable stylized NeRF.

#### Your3dEmoji: Creating Personalized Emojis via One-shot 3D-aware Cartoon Avatar Synthesis

*Shiyao Xu*, *Lingzhi Li*, *Li Shen*, *Yifang Men*, *Zhouhui Lian*. *SIGGRAPH ASIA 2022 Technical Communication* **TL;DR:** We present the first 3D avatar stylization model, utilizing only one real face image and one style image as conditions, facilitated by 3DGANs(EG3D).

#### Dynamic Texture Transfer using PatchMatch and Transformers

#### Guo Pu\*, Shiyao Xu\*, Zhouhui Lian. Chinese Patent. CN114283181A

**TL;DR:** we propose a method to automatically transfer a dynamic text effect to the still text image, using PatchMatch for the first frame generation and Transformers for the img2vid synthesis, combined with a Gaussian weighted average strategy for the detached patches smoothly.

#### EXPERIENCE

Cybever (remote) Mountain View USA

2023.07 - 2024.05

Research Scientist

- Responsible for surveying and applying mainstream text-to-3D algorithms such as *DreamFusion*, *zero123*, *etc.* to 3D assets creation.
- Introduced semantic information into 3D models, such as NeRF and 3DGaussians. Improved the quality and accuracy of 3D scene understanding and editing. Proposed "*FD-3DGS*" in submission to SIGGRAPH Asia'24.

#### **Tsinghua University** *Beijing CN*

Research Assistant

Supervisor: Prof. Hongwen Zhang and Prof. Yebin Liu

- Proposed to generate a 3D human body from a single image based on *zero123*(ICCV'23) and finetuned the model on THuman dataset.
- Proposed to split the human body into patches based on semantics and generate the full 3D body in blocks for better performance.

2023.06 - 2023.10

#### DAMO Academy Alibaba Inc. Beijing CN

2021.08 - 2023.06

Research Intern

Research Assistant

- Supervisor: Lingzhi Li and Dr. Li Shen
- Reproduced *TransGAN*(NIPS'21), *ViTGAN*(ICLR'22), *SwinTransformer*(ICCV'21), etc. for image generation just using Transformers. Made some improvements to the attention mechanism of Transformers for better performance.
- Combined 3DGANs with portrait stylization, proposed the single-image-driven 3D avatar stylization model *"Your3dEmoji"*(SIGGRAPH ASIA'22).
- Proposed a geometry-learnable stylized NeRF model "DeSRF"(CVPRW'23).

## Wangxuan Institute of Computer Technology, Peking University

2020.05 - 2023.06

Supervisor: Prof. Zhouhui Lian

Master Thesis: 3D-aware Style Transfer based on Neural Radiance Field.

- Improved the traditional PatchMatch-based WordArt style transfer method, and performed style transfer on dynamic text effect. Proposed to use PatchMatch combined with Transformers for dynamic sequence generation. Published this texture transfer system as a patent *CN114283181A*.
- Led and developed the idea of the master thesis topic, 3D-aware style transfer, and proposed two models for 3D avatar and scene stylization (SA'22 and CVPRW'23).

# AWARDS & SCHOLARSHIPS

| Peking University Graduate School Scholarship (¥8,000) 2022 | top 5%    |
|---|-----------|
| Hackathon PKU Competition (¥10,000) 2021                    | rank 2/30 |
| CMU/CM (Mathematical Competition in Modeling in China) 2018 | 2nd Prize |
|   |           |

# TEACHING

T.A. of Elementary Number Theory for undergraduate students, Peking UniversitySpring 2021T.A. & R.A. of SGI / The Summer Geometry Initiative, MITSummer 2023

# Misc

- Courses & Projects: GAMES101, GAMES303, CS4600@Utah, Deep Learning System@CMU
- Student Volunteer in SIGGRAPH 2022
- Member of PKU-Women's Football Club
- Champion of Inter-faculty Women's Football Competition in Peking University Cup, 2022-23
- Research interests focus on the intersection of 2D images and 3D vision