# SHIYAO XU

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#### **EDUCATION**

#### **Peking University**, Wangxuan Institute of Computer Technology

2020 - 2023

*M.Sc.* in EECS, Computer Applied Technology. Supervised by Prof. Zhouhui Lian.

# **Dalian University of Technology**

2016 - 2020

B.Eng. of Software Engineering (GPA:82.9/100)

#### **PUBLICATIONS & PREPRINTS**

# **EDGaussians: Editable 3D Gaussians for Object Manipulation**

Shiyao Xu, Junlin Han, Yebin Liu. SIGGRAPH 2024 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).

#### An Example-based Dynamic Texture Transfer Method and System

Zhouhui Lian, Guo Pu\*, Shiyao Xu\*. 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 & TauLab (remote) Mountain View USA

2023.07 – present

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 "EDGaussians" (submitted to SIGGRAPH'24).

# Tsinghua University Beijing CN

2023.06 - 2023.10

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.

Research Intern 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

Research Assistant 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 University
T.A. & R.A. of SGI / The Summer Geometry Initiative, MIT
Summer 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