

# Bo Yang (楊博)

🏠 <https://borisyang326.github.io/>    ✉ [yangbo2022@shanghaitech.edu.cn](mailto:yangbo2022@shanghaitech.edu.cn)    🌐 [github.com/BorisYang326](https://github.com/BorisYang326)

## EDUCATION (IN CHRONOLOGICAL ORDER)

<b>ShanghaiTech University</b> <i>Bachelor of Science in Computer Science, GPA 3.32/4.0</i>	<i>Sep. 2018 – Jun 2022</i> <i>Shanghai, China</i>
<b>University of California, Berkeley</b> <i>ShanghaiTech-UC Berkeley Summer School Exchange Program, GPA 4.0/4.0</i>	<i>Jul. 2019 – Aug 2019</i> <i>Berkeley, California, US</i>
<b>ShanghaiTech University</b> <i>Master of Science in Computer Science, GPA 3.84/4.0</i> <i>Advisor: Prof. Ying Cao</i>	<i>Sep. 2022 – Dec. 2025 (Expected)</i> <i>Shanghai, China</i>

## RESEARCH INTERESTS

Graphic Design Generation; Computer Graphics; Generative Model

## RELEVANT COURSEWORK

- Deep Learning (4.0/4.0)
- Project Practice for Deep Learning (4.0/4.0)
- Algorithm Design and Analysis (4.0/4.0)
- Computer Vision II (3.7/4.0)
- Natural Language Processing (3.7/4.0)

## PUBLICATION

- **Order Matters: Learning Element Ordering for Graphic Design Generation**  
**Bo Yang, Ying Cao**  
ACM SIGGRAPH 2025 (Journal Track)  
Develop a method to optimize the ordering of graphic elements to improve the performance of generative models of graphic designs.

## RESEARCH PROJECTS

- **Editable Vector Design Generation from Text** *Jul 2024 – Mar 2025*
  - Proposed an end-to-end framework for text-to-vector-design generation, including a novel dataset with authentic design intentions and a reliable evaluation metric
  - Submitted to ICCV 2025, second author.
- **Text-guided Saliency Prediction for Graphic Design** *Jul 2023 – Jan 2024*
  - Propose a weakly supervised learning method for predicting saliency maps on graphic designs using natural language supervision
  - Submitted to ICCV 2025, third student author.

## EXPERIENCE

- **VRVC-Lab, ShanghaiTech University** *Jan 2022 – Sep 2022*  
*Research Intern, Supervised by Prof. Jingyi Yu and Prof. Lan Xu* *Shanghai, China*
  - Contributed to two paper for SIGGRAPH 2022 and SIGGRAPH Asia 2022, responsible for designing and rendering figures for the paper and producing demonstration videos.
- **Shanghai BnZ Animation Studio** *Sep 2022 – Present*  
*Co-founder* *Shanghai, China*
  - Founded a studio dedicated to providing scientific visualization through graphic design, animations, and videos.
  - Designed over 50 animations and videos for research entities such as *IAMCAS* and *the Journal of AMR*.

## AWARDS

- **Merit Student** of ShanghaiTech University (**top 10%**) *Dec 2023*
- **Outstanding Teaching Assistant** in SIST, ShanghaiTech University *Nov 2023/Nov 2024*

## TECHNICAL SKILLS

**Programming:** C, C++, Python(Pytorch), MATLAB, Linux, L<sup>A</sup>T<sub>E</sub>X  
**Languages:** Mandarin Chinese(Native), English(Fluent)