

# Jiazi Bu

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🌐 Bujiazi

## Education

<b>BE</b>	<b>Shanghai Jiao Tong University</b> , Artificial Intelligence ( <a href="#">Guozhi Class</a> )	Sept 2021 – June 2025
	<ul style="list-style-type: none"> <li>• <b>GPA:</b> 4.04/4.3; <b>Average Score:</b> 93.10/100; <b>Rank:</b> 5/95 (<b>TOP 5%</b>).</li> <li>• <b>Languages:</b> TOEFL iBT 105; CET4: 636; CET6: 612.</li> <li>• <b>Skills:</b> Python, C++, C, LaTeX. Familiar with <i>PyTorch</i> and <i>Diffusers</i>.</li> <li>• <b>Research Interests:</b> Generative Models (2D AIGC), Computer Vision.</li> <li>• <b>Related Coursework:</b> Mathematical Analysis, Linear Algebra, Data Structure, Computer Vision, Data Mining, Reinforcement Learning.</li> </ul>	

## Experience

	<b>Shanghai Artificial Intelligence Laboratory</b> , Ph.D. (Sept 2025 - ) & Research Intern	Shanghai, China Nov 2023 – Now
	<ul style="list-style-type: none"> <li>• Research Fields: Generative Models and Large Vision-Language Models.</li> <li>• Advisor: Prof. <a href="#">Dahua Lin</a>.</li> <li>• Mentor: Dr. <a href="#">Jiaqi Wang</a>, Dr. <a href="#">Yuhang Zang</a> and Dr. <a href="#">Tong Wu</a>.</li> </ul>	
	<b>SJTU ReThinklab</b> , Research Intern	Shanghai, China Oct 2022 – May 2024
	<ul style="list-style-type: none"> <li>• Research Fields: Computer Vision and AI4Science.</li> <li>• Advisor: Prof. <a href="#">Junchi Yan</a>.</li> </ul>	

## Publications (\* indicates Co-First author)

**[NeurIPS 2025] HiFlow: Training-free High-Resolution Image Generation with Flow-Aligned Guidance**

**Jiazi Bu\***, Pengyang Ling\*, Yujie Zhou\*, Pan Zhang, Tong Wu, Xiaoyi Dong, Yuhang Zang, Yuhang Cao, Dahua Lin, Jiaqi Wang  
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**[CVPR 2025] ByTheWay: Boost Your Text-to-Video Generation Model to Higher Quality in a Training-free Way**

**Jiazi Bu\***, Pengyang Ling\*, Pan Zhang, Tong Wu, Xiaoyi Dong, Yuhang Zang, Yuhang Cao, Dahua Lin, Jiaqi Wang  
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**[Under Review] DiCache: Let Diffusion Model Determine Its Own Cache**

**Jiazi Bu\***, Pengyang Ling\*, Yujie Zhou\*, Yibin Wang, Yuhang Zang, Tong Wu, Dahua Lin, Jiaqi Wang  
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**[ICLR 2025] MotionClone: Training-free Motion Cloning for Controllable Video Generation**

Pengyang Ling\*, **Jiazi Bu\***, Pan Zhang, Xiaoyi Dong, Yuhang Zang, Tong Wu, Huaian Chen, Jiaqi Wang, Yi Jin  
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**[ICCV 2025] Light-A-Video: Training-free Video Relighting via Progressive Light Fusion**

Yujie Zhou\*, **Jiazi Bu\***, Pengyang Ling\*, Pan Zhang, Tong Wu, Qidong Huang, Jinsong Li, Xiaoyi Dong, Yuhang Zang, Yuhang Cao, Anyi Rao, Jiaqi Wang, Li Niu  
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**[Under Review] Pref-GRPO: Pairwise Preference Reward-based GRPO for Stable Text-to-Image Reinforcement Learning** (& *UniGenBench* proposed in this work)

Yibin Wang\*, Zhimin Li\*, Yuhang Zang\*, Yujie Zhou, **Jiazi Bu**, Chunyu Wang, Qinglin Liu, Cheng Jin, Jiaqi Wang  
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**[NeurIPS 2024] Unveiling The Matthew Effect Across Channels: Assessing Layer Width Sufficiency via Weight Norm Variance**

Yiting Chen, **Jiazi Bu**, Junchi Yan

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**[AAAI 2024] ViTree: Single-Path Neural Tree for Step-Wise Interpretable Fine-Grained Visual Categorization**

Danning Lao, Qi Liu, **Jiazi Bu**, Junchi Yan, Wei Shen

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**[SCIENCE CHINA Information Sciences] Drug-drug Interaction Prediction via Hierarchical Structure Modeling**

Huaijin Wu, **Jiazi Bu**, Nianzu Yang, Yao Sun, Haitao Song, Ning Liu, Junchi Yan

[Paper](#) / [Code](#)

## Projects

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**[arXiv 2023] MetaScript: Few-Shot Handwritten Chinese Content Generation via Generative Adversarial Networks**

[Report](#) / [Code](#)

- **Jiazi Bu\***, Qirui Li\*, Kailing Wang\*, Xiangyuan Xue\*, Zhiyuan Zhang\*
- Developed a novel Chinese content generation system that can specify styles based on Generative Adversarial Networks (GANs).
- Tools Used: Python, LaTeX.

**DeepMovie**

[Poster](#) / [Code](#)

- **Jiazi Bu\***, Zhiyuan Zhang\*, Xizhuo Zhang\*
- Developed a plug-and-play DNN training pipeline turning most deep learning base modules into a movie recommender system.
- Tools Used: Python.

**VR Pacman**

[Code](#)

- Xiangyuan Xue, **Jiazi Bu**, Hanglei Zhang, Zhulin Hu, Qirui Li
- Developed a 3D first-person Pac-Man game using the Unity engine.
- Tools Used: C, C++, Unity.

## Honors & Awards

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**Ye Jun and Shen Nanpeng Outstanding Scholarship**

2025

- ¥ 20000, received as **one of the TOP 30 graduates** of SJTU.

**Zhiyuan Honors Scholarship**

2021, 2022, 2023, 2024

- ¥ 5000, received as part of the Zhiyuan Honor Program.

**Guozhi Scholarship**

2022

- ¥ 8000, received as being in the TOP 15% of SJTU AI students.

**SJTU Undergraduate Scholarship**

2022, 2023, 2024, 2025

**CUMCM National First Prize (TOP 0.55%) / First Prize in Shanghai Chapter**

2023

**SJTU Zhiyuan Honor Bachelor's Degree**

2025

**SJTU President Award**

2023

- Received for serving as a student volunteer during the COVID-19 pandemic.

**SJTU Outstanding Freshman Training Camp Member**

2021

**SJTU Outstanding Graduate**

2025

**SJTU Best Bachelor's Thesis (TOP 1%)**

2025