

DONG YUNAO

Hong Kong University of Science and Technology
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EDUCATION

Hong Kong University of Science and Technology (HKUST) Hong Kong	09/2023-present
<i>Double Major in Computer Science & Data Science and Technology</i>	
• Overall GPA: 3.95 /4.3(Top 3%), MCGA: 4.1 /4.3	
• Research Interest: 3D Vision (Reconstruction, Generation, Segmentation)	
• Coding Skills: Proficient in Python/R, familiar with C++; Latex	
• English Proficiency: IELTS 7.5	
• Related Courses: Calculus II(A+), Intro to Optimization (A), OOP & Data Structures (A+), Honors Discrete Math(A+), Multi-variable Calculus (A+), Computer Organization (A+), Honors Linear & Abstract Algebra (A-), Probability (A+) Honors Design & Analysis of Algorithms (A), Applied Statistics (A) Machine Learning (A), Matrix Computation (A), Exploring Artificial Intelligence (A+)	
• Awards and Honors: University's Scholarship Scheme for Continuing Undergraduate Students (Top 5%)	2024, 2025
Dean's List Honor (twice) (GPA over 3.7)	2023, 2024

University of Texas at Austin , United States	08/2025-12/2025
<i>Exchange Program in Computer Science Dept.</i>	
• Overall GPA: 4.0 /4.0	
• Related Course: Computer Vision (A) , Software Engineering (A), Operating System (A), Data Management (A)	

RESEARCH

3D HOI generation from in the wild images	01/2026-present
<i>Research Assistant, Supervised by Professor Chi-Keung Tang, Dept of CSE, HKUST</i>	
• Plan to Develop an end-to-end pipeline for reconstructing 3D human and object meshes from single in-the-wild image.	
• Developed a novel human-object alignment algorithm to enhance the geometric accuracy and contact plausibility of the reconstructed meshes.	

Human Body Mesh and Skeleton Mesh Reconstruction from Video	11/2025-present
<i>Research Assistant, Supervised by Prof Georgios Pavlakos, Dept of CS, UT Austin</i>	
• Plan to developed a novel video-based reconstruction pipeline for human body and skeleton meshes, bridging the gap where previous methods are only able to process single image data.	
• Mastered state-of-the-art models for human skeleton reconstruction, such as SMPL and SKEL	
• Conducted large-scale dataset conversion from SMPL representations to SKEL formats.	

Animation I2V Benchmark	
<i>Research Assistant, Supervised by Prof. Qifeng Chen, Dept. of CSE, HKUST</i>	
• Bridged the gap in existing cartoon datasets by introducing metrics for user preference assessment	07/2025-12/2025
• Constructed and utilized ComfyUI workflows to conduct the performance evaluation of advanced Text-to-Video (T2V) and Image-to-Video (I2V) models.	
• Designed diverse characters for a cartoon video benchmark to enhance the comprehensiveness of its evaluation metrics.	

Optimize the Capability of Vision-Language Models in Tackling Hybrid Image-text Inputs	06/2025-08/2025
<i>Research Assistant, Supervised by Prof. James Cheng, Dept. of CSE, CUHK</i>	
• Designed a new architecture to refine current VQA model performance on multimodal image-text problems.	
• Upgraded existing retrieval model to multimodal version using visual-text alignment architecture like CLIP.	
• Evaluated the new model's performance on state-of-the-art benchmarks including MRAG-BENCH.	
• Designed and validated a novel benchmark for Multimodal query VQA tasks.	
• Gained hands-on experience in designing and optimizing architectures of models; Deepened understanding of the technical mechanisms underlying multimodal information processing in LVLMs	

INTERNSHIP

International Dispute Resolution and Risk Management Institute <i>Data Analyst Intern</i>	06/2024-07/2024
• Developed an algorithmic framework to evaluate curriculum modification strategies based on multi-course learner feedback.	
• Conducted analysis of structured data in commercial dispute resolution scenarios.	