

QINGCHENG ZHAO

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🎓 EDUCATION

ShanghaiTech University, Shanghai, China 2021 – Present

Bachelor of Engineering in Computer Science. Expected graduation date: June 2025

Advisors: Prof. Jingyi Yu and Prof. Lan Xu

Overall GPA 3.7/4, ranked 31/178

University of California Berkeley, California, United States of America Aug. 2023 – Dec. 2023

GLOBE Program in College of Engineering, University Of California Berkeley

Overall GPA 3.67/4

🔍 RESEARCH INTERESTS

My primary research interest lies in **3D Vision**, with a specific focus on achieving high-fidelity **3D reconstruction, rendering and driving** of digital humans. Concurrently, I am exploring **generative modeling** techniques to generating, editing and interacting with common objects, and large-scale scenes.

📖 PUBLICATIONS

- Media2Face: Co-speech Facial Animation Generation With Multi-Modality Guidance **SIGGRAPH 2024**
*Qingcheng Zhao**, Pengyu Long*, Qixuan Zhang, Dafei Qin, Han Liang, Longwen Zhang, Yingliang Zhang, Jingyi Yu, Lan Xu
([Project Page](#)) ([Paper](#))

👤 EXPERIENCE

ShanghaiTech University Mar. 2022 - Present

Undergraduate Researcher. Advised by Prof. Jingyi Yu and Prof. Lan Xu

First author and presenter of Media2Face at **SIGGRAPH 2024**. Media2Face can generate highly realistic and expressive 3D facial animations from diverse multimedia inputs—audio, text, and images, trained on the largest ever co-speech 3D facial animation dataset.

University of California San Diego Jul. 2024 - Present

Visiting Scholar. Advised by Prof. Zhuowen Tu

Developing a Transformer-Diffusion model for panoptic 3D scene reconstruction from a single RGB image.

Deemos Technologies Inc. Shanghai, China Nov. 2022 – Nov. 2023

Intern Researcher

- Build a real-time 3D interactive avatar system utilizing audio-driven facial expression animation technologies at Global AI developer Conference 2023.
- Build a web application for ChatAvatar project based on DreamFace, which can generate 3D avatars from a single image or text prompt.

DJI Technology Co., Ltd. Shanghai, China Jun. 2022 – Nov. 2022

Software Development Engineer (Internship)

Built real-time visualization based on Qt utilizing ADB to collect, analyze, and visualize data from drones. Optimized the existing system for better performance and reduced processing time for data analysis.

🏆 HONORS AND AWARDS

<i>Special Scholarship for Undergraduate Overseas Exchange Program</i> , ShanghaiTech University	2024
<i>Merit Student</i> , ShanghaiTech University	2022
<i>Bronze Medal</i> , Award on The 2021 China Collegiate Programming Contest, Harbin Site	2021
<i>One-hundred Fourth Place</i> , Award on The 2021 ICPC Asia-East Continent Final Contest	2021

🛠 ACTIVITIES

GeekPie Association Sep. 2021 - Present

President of GeekPie Association

- Developed a highly regarded web application that simplifies the course selection process for all students at ShanghaiTech University. People can comment and discuss freely at our platform. Check it out at [coursebench](#).
- Designed and developed the homepage for the Frontier of Life Science and Technology ShanghaiTech University (FoLST2021) conference, helping to increase awareness and participation in the event. Check out the source code at [github](#).

CS100: Introduction to Programming 2023, 2024

Senior Teaching Assistant

- Designed assignments for student engagement.
- Led bi-weekly recitation classes.
- Collaborated with Professor Lan Xu on grading and exam supervision.
- Recipient of the SIST Outstanding Teaching Assistant Award.

⚙ SKILLS

- Programming Languages: Python > C++ >= Javascript == Typescript > Ruby > MATLAB > C
- Tools: PyTorch, Blender, OpenCV, Git, Vim, VSCode, Jupyter, \LaTeX , Markdown, Docker, Vue, React, FastAPI, Uvicorn, Node.js, Gradio, Rancher, Kubernetes,