Zizheng Zhou

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https://darth-zzz.github.io

Education

Shanghai Jiao Tong University Shanghai, China
Undergraduate Student August 2021 - June 2025 *(expected)*

- **Major:** Artificial Intelligence (Guozhi Class)
- **GPA:** 90.97/100
- **Related Courses (A/A+):** Linear Algebra, Probability and Statistics, Stochastic Process, Data Structure, Design and Analysis of Algorithms, Computer Architecture, Artificial Intelligence Problem Solving and Practice, Programming Practices of Artificial Intelligence, Machine Learning, Deep Learning and Its Applications, Natural Language Processing, Reinforce Learning, Data Mining, Virtual Reality...

Experiences

Google | Remote July 2024 - *Present*

- Research Collaborator
- Supervisor: Dr. Kelvin C.K. Chan, Dr. Yu-Chuan Su, Prof. Ming-Hsuan Yang

UC Merced | Merced, CA July 2024 - Sept. 2024

- Visiting Student
- Supervisor: Prof. Ming-Hsuan Yang

MVIG-RHOS, SJTU | Shanghai, China June 2023 - March 2024

- Undergraduate Research Assistant
- Supervisor: Prof. Yong-Lu Li, Prof. Cewu Lu

Publications

1. Xinpeng Liu, Yong-Lu Li, Ailing Zeng, **Zizheng Zhou**, Yang You, Cewu Lu. Bridging the Gap between Human Motion and Action Semantics via Kinematic Phrases. *European Conference on Computer Vision*, 2024.
2. Boran Wen*, Xiaoyang Liu*, **Zizheng Zhou**, Hongwei Fan, Xinpeng Liu, Yong-Lu Li, Cewu Lu. Interacted Object Grounding in Spatio-Temporal Human-Object Interactions. *Under Review*

Research Projects

A Comprehensive View of Bias in Personalized Text-to-Image Synthesis (Ongoing)
A research project conducted during my visit to UC Merced, currently in preparation for submission to top conferences July 2024 - *Present*

- We systematically analyzed the cause and pattern of the overfitting problem in widely adopted personalized image synthesis methods. And we attempted to make a recipe to address this problem with a relatively low cost.
- I contributed to the ideas of this project, and I independently carried out all the coding and experiments.

Interacted Object Grounding in Spatio-Temporal Human-Object Interactions
Research findings were submitted to AAAI 2025 September 2023 - March 2024

- We proposed GIO, an open vocabulary benchmark for interacted object detection and introduced a framework 4D-QA that leverages spatio-temporal cues for this task.
- I designed and implemented the evaluation metrics and conducted experiments with different models

Bridging the Gap between Human Motion and Action Semantics via Kinematic Phrases
Research findings were published in ECCV 2024 June 2023 - September 2023

- We proposed Kinematic Phrases as the intermediate modality between human motion and action semantics, in order to develop an automatic metric that is more consistent with human evaluation in motion generation tasks.
- I explored methods to convert motion data from many datasets into different representations.

Awards

SJTU Merit Scholarship 2023

Skills

Languages: Chinese (Mandarin) *Native*
English *TOEFL iBT 108*

Programming: Python(PyTorch, NumPy, OpenCV...), C++, MATLAB ...

Other Skills: Linux Command Line, LaTeX, Git, HTML/CSS ...

Academic Services

Reviewer: *ICLR 2025*.