

# DINGXI ZHANG

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## EDUCATION

**ETH Zurich | Dept. Computer Sciences** **Zurich, Switzerland**  
Master of Computer Science Sep 2024 - Jun 2026 (expected)

- Excellence Scholarship & Opportunity Programme

**University of Chinese Academy of Science | Dept. Computer Sciences** **Beijing, China**  
Bachelor of Computer Science Sep 2020 - Jun 2024

- Overall GPA: 3.97/4.00(1/126) Major GPA: 3.96/4.00(1/126)
- National Scholarship & Outstanding Graduate Student & Outstanding Thesis Awards.

**Massachusetts Institute of Technology | Dept. EECS** **Cambridge, MA, USA**  
Exchange student (GPA: 5.0/5.0) Feb 2023 - May 2023

**Brown University | Dept. Computer Sciences** **Providence, RI, US**  
Visiting student (Host: Interactive 3D Vision & Learning Lab) Jun 2023 - Oct 2023

## PUBLICATION & MANUSCRIPTS

- [1] Xiao-Juan Li, **Dingxi Zhang**, Shu-Yu Chen, Feng-Lin Liu. StrokeFaceNeRF: Stroke-based Facial Appearance Editing in Neural Radiance Field. CVPR, 2024, pp. 7538-7547. [paper link](#)
- [2] Rao Fu\*, **Dingxi Zhang\***, Alex Jiang, Wanjia Wu, Daniel Ritchie, Srinath, Sridhar. GigaHands: A Massive Annotated Dataset of Human Bimanual Activities. CVPR 2025. [paper link](#)
- [3] **Dingxi Zhang** and Artem Lukoianov. Towards Efficient Local 3D Conditioning. In *SIGGRAPH Asia 2023 Posters*. <https://doi.org/10.1145/3610542.3626151>. [paper link](#)
- [4] **Dingxi Zhang**, Yujie Yuan, Zhuoxun Chen, Fanglue Zhang, Zhenliang He, Shiguang Shan, Lin Gao. StylizedGS: Controllable stylization for 3D Gaussian Splatting. [paper link](#)
- [5] Mengying Lin, Shugao Liu, **Dingxi Zhang**, Yaran Chen, Haoran Li, Dongbin Zhao. Advancing Object Goal Navigation through LLM-enhanced Object Affinities Transfer. IROS 2025. [paper link](#)

## RESEARCH EXPERIENCE

### 3D Vision and Graphics.....

**Image-to-4D Synthesis for Character Animation** **VAST; UCAS**  
Guide: Dr. Yanpei Cao, Prof. Lin Gao Aug 2024 - Feb 2025

- Generate consistent and controllable 4D character based on diffusion model.

**Stroke-based Facial Appearance Editing in NeRF** **Institute of Computing Technology, CAS**  
Guide: Prof. Lin Gao Sep 2023 - Nov 2023

- Successfully propose a novel stroke-based 3D facial NeRF editing method to achieve effective and precise appearance changes while greatly preserving the original geometry.
- Finishing a technical paper as the second author and was published on CVPR 2024.

**Controllable stylization for 3D Gaussian Splatting** **Institute of Computing Technology, CAS**  
Guide: Prof. Lin Gao, Prof. Shiguang Shan Dec 2023 - Jan 2024

- Successfully propose a novel 3D neural style transfer framework with adaptable control over perceptual factors based on 3D Gaussian Splatting representation.
- Finishing a technical paper as the first author and the paper is under review by TPAMI.

**Human Bimanual Manipulation Benchmark****Brown University***Guide: Prof. Srinath Sridhar, Prof. Daniel Ritchie*

Jul 2023-Present

- Successfully proposed a diffusion-based text-conditioned generative model for hand motion domain and a 3D hand motion dataset for many generation tasks.
- Finishing a technical paper as the first author and the paper was published on CVPR 2025.

**Towards Efficient Local 3D Conditioning****MIT CSAIL***Guide: Prof. Vincent Sitzmann*

Mar 2023-Aug 2023

- Proposed an innovative locally conditioned approach for shape representation which importantly made use of weight-encoded neural networks.
- Finished a poster paper as the first co-author and it was published on SIGGRAPH Asia 2023.

**Design for Synthetic Biology.....****Research on Genetically Engineered Machine****Institute of Biophysics, CAS***Guide: Prof. Jiangyun Wang*

- (2022) FitYo: A Customized Meal Replacements Generator ([Project](#) | [repo](#)). A portable IoT machine to make meal replacement, an application for our machine & an entertaining science [game](#) and a convenient tool for creating wiki.
- (2021) Decaffi: Personalized Caffeine Intake Management Scheme Based on Synthetic Biology ([Project](#) | [repo](#)). An application Caffeine-monitor to assist users with obtaining a better handle on their caffeine intake amount and an online education platform iGEM EduHub

**SELECTED AWARDS AND HONORS**

|  |                    |
|--|--------------------|
| <b>Outstanding Graduate Student</b>  | 2024               |
| <b>Outstanding Thesis Award</b>  | 2024               |
| <b>National Scholarship</b> (Awarded to 14 students in the whole school;)                                      | 2023               |
| <b>SenseTime Scholarship</b> , SenseTime (30 undergraduate students across the country)                        | 2022               |
| <b>First Prize Academic Scholarship</b> , UCAS (top 1% students)   | 2021 & 2022 & 2023 |
| <b>National Undergraduate Mathematical Contest in Modeling</b> , <i>Second Prize</i>                           | 2022               |
| <b>International Genetically Engineered Machine Competition</b> , <i>Sliver (2021) &amp; Gold (2022) Award</i> |                    |
| <b>Merit Student of Beijing</b> , Beijing (Each year the whole school selects two)                             | 2022               |
| <b>Undergraduate Role Models</b> , UCAS (2 out of 400 students)  | 2022               |
| <b>International Mathematical Contest In Modeling</b> , <i>Honorable Mentioned</i>                             | 2022               |
| <b>Peak Cup Robot Competition - Model Photoelectric Race</b> , <b>First Prize</b> , Tsinghua University        | 2018               |

**TEACHING EXPERIENCE**

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|---|---------------------|
| <b>Teaching Instructor</b> for <i>Python Language Learning for iGEM</i> | Apr 2022 - Jul 2022 |
| <b>Teaching Assistant</b> for <i>Computer Graphics</i>                  | Sep 2023 - Feb 2024 |
| <b>Support education teacher</b> , science popularization for children  | Sep 2023 - Jun 2024 |

**LEADERSHIP**

- Minister of Cooperation Center of Student Union of UCAS (Aug 2021-Jul 2023)
- Team vice captain and software team leader in UCAS iGEM team (Dec 2021 - Dec 2022)

**ADDITIONAL SKILLS****Programming:** Python(proficient), C/C++, Matlab, Latex, HTML, CSS, Javascript, Verilog**Tools:** PyTorch, TensorFlow, OpenGL, Vim, Git, Docker, PyGame**Software:** Premiere Pro, Adobe Photoshop, After Effects, Indesign, Illustrator, Origin, Blender, Vivado**Language:** Native in Mandarin; fluent in English (C1/IELTS 7.5)