

Mingyu Li

Beijing, China | mingyulics@stu.pku.edu.cn

Education

Peking University (PKU), Undergraduate in Computer Science (Turing Class)	Sept 2023 – present
• Average point: 88.6/100	

Research Interests

Generative modeling and controllable content synthesis, with a focus on leveraging large-scale multimodal data to produce human-aligned, high-fidelity outputs.

In particular, I am interested in fine-grained control of video, portrait, and human motion generation, as well as 3D and 4D scene/human synthesis that enables more realistic, editable, and semantically meaningful content for downstream applications.

Publications

VibeAvatar: Efficient Long-term Talking Avatar Generation with Lip-sync Consistency and Aesthetic Preference Alignment <i>Arxiv</i> .	2025
<i>Mingyu Li[†], Qilin Wang[†], Hao Tang[*] (Peking University)</i>	
[†] Equal contribution. * Corresponding author. We enhance speech representations and employ GRPO-based fine-grained motion control to achieve more efficient and lightweight talking-avatar video generation that better aligns with human aesthetic preferences.	

Honors & Awards

John Hopcroft Scholarship <i>Peking University</i>	2025
Silver Medal <i>National Olympiad in Informatics (NOI)</i>	2021
Second Prize <i>22nd Programming Competition of Peking University</i>	2024
Second Prize in Problem Setting <i>23rd Programming Competition of Peking University</i>	2025

Research Experiences

Research Intern , Peking University – Beijing, China (Advised by Prof. Hao Tang)	Sept 2025 – present
• Started working on controllable talking-face video generation, focusing on strengthening and refining audio-conditioned control signals for facial motion and expression. Explored different post-training strategies to impose fine-grained external constraints on the generated talking-avatar videos, leading to VibeAvatar .	
Summer Intern (Remote) , UC Berkeley – Berkeley, CA, USA (Advised by Prof. Zeyu Zheng & Prof. Cihang Xie)	June 2025 – Sept 2025
• Studied and implemented distillation and accelerated sampling techniques for diffusion and rectified-flow-based generative models. Reproduced several model distillation methods, and systematically analyzed how different sampling schedules affect generation quality and sampling efficiency.	
Research Intern , Peking University – Beijing, China (Advised by Prof. Shanghang Zhang)	Feb 2025 – June 2025
• Participated in the development of a large-scale embodied agent system based on large language models (LLMs). Worked on enhancing agents' reasoning and adaptation capabilities across diverse tasks and environments using reinforcement learning and Monte Carlo Tree Search (MCTS).	

Projects

GameAI: Othello & Mahjong

- Developed game AIs based on deep learning and MCTS for Chinese Standard Mahjong and Othello. The AIs are currently ranked 44/715 (Mahjong) and 63/717 (Othello) on Botzone, a widely used competitive game-AI platform in China.

Skills

- **Programming:** Python (PyTorch), C++
- **Languages:** Mandarin (native), English (TOEFL 103/120)

Miscellaneous

- **Magic:** Practicing magic since middle school; active member of the PKU Magic Club.
 - Guest magician at Peking University magic shows ($\times 4$).
 - Guest performer at the New Year Gala of the School of Psychology and Cognitive Sciences, Peking University.
 - Guest performer at the New Year Gala of the College of Chemistry and Molecular Engineering , Peking University.
 - Warm-up magic performer at Lectures hosted by Tsinghua University.
- Enjoy travelling & listening to music in my spare time.