

# Mingyu Li

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## Education

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

## Research Interests

My research focuses on **controllable generative modeling** for **dynamic visual content**, with an emphasis on fine-grained, semantically meaningful control over the appearance, motion, and interactions of both humans and general objects. While my prior work has primarily centered on 2D representations, I believe that purely 2D modeling is fundamentally limited for realistic and editable content. I am therefore highly motivated to extend these ideas to 3D and 4D scene and human synthesis when the opportunity arises.

## Publications

VibeAvatar: Efficient Long-term Talking Avatar Generation with Lip-sync Consistency and Aesthetic Preference Alignment <i>Arxiv</i> .	2025
Mingyu Li <sup>†</sup> , Qilin Wang <sup>†</sup> , Hao Tang <sup>*</sup> (Peking University)	
<sup>†</sup> Equal contribution. * Corresponding author. We enhance speech representations and employ 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	2025
Peking University	
Second Prize in Problem Setting	2025
23rd Programming Competition of Peking University	
Second Prize	2024
22nd Programming Competition of Peking University	
Silver Medal	2021
National Olympiad in Informatics (NOI)	

## 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 <b>VibeAvatar</b> .	
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

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### 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

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

## Miscellaneous

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- **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.