

Dr. Hang Zhou

CONTACT INFORMATION

Department of Electrical and Computer Engineering
The University of Alberta
Edmonton, AB T6G 2R3
CANADA

Phone: (778) 316-9862
E-mail: zhouhang2991@gmail.com
URL: <https://ryanhangzhou.github.io/>
Google scholar: YrQxT8cAAAAJ

RESEARCH INTERESTS

Computer Graphics, Computer Vision, Generative Models, Geometric Modeling, Compositional Modeling, Spatial AI, Embodied AI, Robotics, Scene Understanding

EMPLOYMENT

- | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|
| Postdoctoral Fellow
Collaborator: Prof. Li Cheng
Department of Electrical and Computer Engineering
Faculty of Engineering, The University of Alberta, Canada | 2024 – Now |
| Postdoctoral Fellow
Collaborator: Prof. Hao (Richard) Zhang
School of Computer Science
Faculty of Applied Sciences, Simon Fraser University, Canada | 2021 – 2023 |
| Research Intern
Machine Learning Group
Microsoft Research Asia, China | 2017 – 2018 |

EDUCATION

- | | |
|--------------------------------------------------------------------------------------------------------|------|
| Doctor of Engineering
The University of Science and Technology of China (USTC), Hefei, China | 2020 |
|--------------------------------------------------------------------------------------------------------|------|

PUBLICATION LIST

Conference Publications

11. **Hang Zhou**, Xinxin Zuo, Sen Wang, and Li Cheng, PICS: Pairwise Image Compositing with Spatial Interactions, *ICLR 2026*.
10. **Hang Zhou**, Xinxin Zuo, Rui Ma, and Li Cheng, BOOTPLACE: Bootstrapped Object Placement with Detection Transformers, *CVPR 2025*.
9. Weitao Feng, **Hang Zhou**, Jing Liao, Li Cheng, and Wenbo Zhou, CASAGPT: Cuboid Arrangement and Scene Assembly for Interior Design, *CVPR 2025*. **Oral**
8. Qi Sun, **Hang Zhou**, Wengang Zhou, Li Li, and Houqiang Li, FOREST2SEQ: Revitalizing Order Prior for Sequential Indoor Scene Synthesis, *ECCV, 2024*.
7. Zhiqin Chen, Qimin Chen, **Hang Zhou**, and Hao Zhang, DAE-Net: Deforming Auto-Encoder for Fine-grained Shape Co-segmentation, *ACM SIGGRAPH, 2024*.
6. Qimin Chen, Zhiqin Chen, **Hang Zhou**, and Hao Zhang, ShaDDR: Interactive Example-based Geometry and Texture Generation via 3D Shape Detailization and Differentiable Rendering, *ACM SIGGRAPH Asia, 2023*.
5. Zehua Ma, **Hang Zhou**, and Weiming Zhang, AnisoTag: 3D Printed Tag on 2D Surface via Reflection Anisotropy, *CHI, 2023*.

4. Qidong Huang, Xiaoyi Dong, Dongdong Chen, **Hang Zhou**, Weiming Zhang, and Nenghai Yu, Shape-invariant 3D Adversarial Point Clouds, *CVPR*, 2022.
3. **Hang Zhou**, Dongdong Chen, Jing Liao, Weiming Zhang, Kejiang Chen, Xiaoyi Dong, Kunlin Liu, Gang Hua, and Nenghai Yu, LG-GAN: Label Guided Adversarial Network for Flexible Targeted Attack of Point Cloud-based Deep Networks, *CVPR*, 2020.
2. Xiaoyi Dong, Dongdong Chen, **Hang Zhou**, Gang Hua, Weiming Zhang, and Nenghai Yu, Self-robust 3D Point Recognition via Gather-vector Guidance, *CVPR*, 2020.
1. **Hang Zhou**, Kejiang Chen, Weiming Zhang, Han Fang, Wenbo Zhou, and Nenghai Yu, DUP-Net: Denoiser and Upsampler Network for 3D Adversarial Point Clouds Defense, *ICCV*, 2019.

Journal Publications

4. **Hang Zhou**, Rui Ma, Ling-Xiao Zhang, Lin Gao, Ali Mahdavi-Amiri, and Hao Zhang, SAC-GAN: Structure-aware Image Composition, *IEEE Trans. on Visualization and Computer Graphics (TVCG)*, Vol. 30, No. 7, pp. 3151–3165, 2024.
3. Qichao Ying, **Hang Zhou**, Zhenxing Qian, Sheng Li, and Xinpeng Zhang, Learning to Immunize Images for Tamper Localization and Self-recovery, *IEEE Trans. on Pattern Analysis and Machine Intelligence (PAMI)*, Vol. 45, No. 11, pp. 13814–13830, 2023.
2. **Hang Zhou**, Weiming Zhang, Kejiang Chen, Weixiang Li, and Nenghai Yu, Three-Dimensional Mesh Steganography and Steganalysis: A Review, *IEEE Trans. on Visualization and Computer Graphics (TVCG)*, Vol. 28, No. 12, pp. 5006–5025, 2021.
1. **Hang Zhou**, Kejiang Chen, Weiming Zhang, Chuan Qin, and Nenghai Yu, Feature-Preserving Tensor Voting Model for Mesh Steganalysis, *IEEE Trans. on Visualization and Computer Graphics (TVCG)*, Vol. 27, No. 1, pp. 57–67, 2019.

SELECTED AWARDS

Best Paper Award of IJCAI Workshop on Safety and Security of Deep Learning	2021
Outstanding Doctoral Dissertation, Chinese Academy of Sciences	2021
SIGWEB Outstanding Doctoral Dissertation, ACM China	2021
Outstanding Doctoral Dissertation, University of Science and Technology of China	2020
The President Scholarship, Chinese Academy of Sciences	2020

INVITED TALKS

Learning Space Planning for 3D Indoor Scene Synthesis <i>at Department of Electrical and Computer Engineering, Concordia University, Canada (Online), Apr 2025</i>
Deep Learning Meets Compositional Generative AI <i>at School of Computer Science, Fudan University, Shanghai, China, Sept 2024</i>
Machine Learning in Compositional Generative AI <i>at Department of Electronic Engineering and Information Science, USTC, Hefei, China, June 2024</i>
Controllable Compositional Modeling in Computer Vision and Graphics <i>at Imperial-X, Imperial College London, London, UK, Nov 2023</i>
Exploring Deep Point-Cloud Robustness <i>at GAMES Webinar (Online), Dec 2022</i>
Learning Diverse and Controllable 3D Content Generation <i>at Huawei-SFU Joint Lab Workshop, Vancouver, Canada, Nov 2022</i>