

# TAO HU

taohu@umd.edu ◇ Homepage: [taohu.md.github.io](https://taohu.md.github.io)

## RESEARCH INTERESTS

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Neural Rendering, 3D Reconstruction, 3D Content Creation, Digital Human, 3D Motion Capture, Animation.

## EDUCATION

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**University of Maryland, College Park, USA.**

2018 – 2023

Ph.D. student in CS Department, working with Prof. Matthias Zwicker.

Research Topic: Dense 3D Reconstructions from Sparse Visual Data. GPA: 3.86/4.0

**Beijing Institute of Technology, Beijing, R.P.China.**

2011–2015–2018

B.Eng., M.S. (Digital Performance) at School of Software. Advisor: Prof. Gangyi Ding.

## RESEARCH EXPERIENCE

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**Postdoc Research Fellow, NTU, Singapore.**

Jun. 2023 - now

Advisor: Prof. Ziwei Liu

Topic: 3D human generation, 4D motion modeling.

**Intern with Intelligent Creation Lab, ByteDance Inc USA, Remote.**

Dec. 2021 - Jul. 2022

Mentor: Dr. Hongyi Xu, Dr. Linjie Luo

Topic: Neural rendering for human avatars.

**Intern with 3DV Lab at Tshinghua University, China.**

Apr. 2021 - Nov. 2021

Mentor: Prof. Yebin Liu

Topic: Neural rendering for human avatars.

**Intern with GVV Group at Max Planck Institute for Informatics, Germany.**

Mar. 2020 - Sep. 2020

Mentor: Prof. Christian Theobalt

Topic: Neural rendering for human avatars in egocentric telepresence system.

**Intern with Speech group at Microsoft Research Asia (MSRA), China.**

Jun. 2017 - Nov. 2017

Mentor: Dr. Kai Chen

Topic: Optimize deep neural networks for Optical Character Recognition (OCR) in the Wild.

## SELECTED PUBLICATIONS & MANUSCRIPTS

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**Tao Hu**, Fangzhou Hong, Zhaoxi Chen, Ziwei Liu. FashionEngine: Interactive 3D Human Generation and Editing via Multimodal Controls. *Technical Report*, 2024.

**Tao Hu**, Fangzhou Hong, Ziwei Liu. StructLDM: Structured Latent Diffusion for 3D Human Generation. *European Conference on Computer Vision (ECCV)*, 2024.

**Tao Hu**, Fangzhou Hong, Ziwei Liu. SurMo: Surface-based 4D Motion Modeling for Dynamic Human Rendering. *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2024.

**Tao Hu**, Hongyi Xu, Linjie Luo, Tao Yu, Zerong Zheng, He Zhang, Yebin Liu, Matthias Zwicker. HVTR++: Image and Pose Driven Human Avatars using Hybrid Volumetric-Textural Rendering. *IEEE Transactions on Visualization and Computer Graphics (TVCG)*, 2023.

**Tao Hu**, Tao Yu, Zerong Zheng, He Zhang, Yebin Liu, Matthias Zwicker. HVTR: Hybrid Volumetric-Textural Rendering for Human Avatars. *International Conference on 3D Vision (3DV)*, 2022.

**Tao Hu**, Kripasindhu Sarkar, Lingjie Liu, Matthias Zwicker, Christian Theobalt. EgoRenderer: Rendering Human Avatars from Egocentric Camera Images. *International Conference on Computer Vision (ICCV)*, 2021.

**Tao Hu**, Geng Lin, Zhizhong Han, Matthias Zwicker. Learning to Generate Dense Point Clouds with Textures on Multiple Categories. *IEEE Winter Conference on Applications of Computer Vision (WACV)*, 2021.

**Tao Hu**, Zhizhong Han, Matthias Zwicker. 3D Shape Completion with Multi-View Consistent Inference. *AAAI Conference on Artificial Intelligence (AAAI)*, 2020. (**Oral, top 10%** of accepted papers in 3D vision track)

**Tao Hu**, Zhizhong Han, Abhinav Shrivastava, Matthias Zwicker. Render4Completion: Synthesizing Multi-View Depth Maps for 3D Shape Completion. *ICCV Geometry Meets Deep Learning Workshop, ICCVW 2019*. (Oral)

**Tao Hu**, Gangyi Ding, Lijie Li, Longfei Zhang. *A Parallel Video Player Plugin for CryEngine*.

- Highlights of Sciencepaper. Chinese Journal, May 2016. Paper in Chinese
- Software Copyright (2016SR010412)

Shoukang Hu, Fangzhou Hong, **Tao Hu**, Liang Pan, Haiyi Mei, Weiye Xiao, Lei Yang, Ziwei Liu. Humanliff: Layer-wise 3d human generation with diffusion model. *Technical Report, 2023*.

## TEACHING

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### Teaching Assistant, Dept. of Computer Science, UMD.

CMSC425 Game Programming (Prof. Roger Eastman)	Fall 2019
CMSC425 Game Programming (Prof. Roger Eastman)	Spring 2019
CMSC 216 Introduction to Computer Systems (Mr. Laurence Herman)	Fall 2018

## REFEREE

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### Conference Reviewer:

Conference on Computer Vision and Pattern Recognition (CVPR) 2023, 2024

International Conference on Computer Vision (ICCV) 2023

European Conference on Computer Vision (ECCV) 2022, 2024

Conference on Neural Information Processing Systems (NeurIPS) 2024

International Conference on 3D Vision (3DV) 2022

Winter Conference on Applications of Computer Vision (WACV) 2022, 2023, 2024

Asian Conference on Computer Vision (ACCV) 2024

International Conference on Pattern Recognition (ICPR) 2024

### Journal Reviewer:

Computer Graphics Forum      Computer Vision and Image Understanding

Image and Vision Computing      Pattern Recognition Letters

## SELECTED AWARDS & HONORS

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**Graduate National Scholarship (Top 2%)**, Ministry of Education of China      2016

**Undergraduate National Scholarship (Top 2%)**, Ministry of Education of China      2014

## TECHNICAL SKILLS

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**Programming Languages:**      C/C++, Python, C#, Java, PHP, JavaScript, MATLAB.

**Software Libraries:**      SIMD, Blender, OpenGL, OpenGL ES, PyTorch.