# Shu Pu

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## **EDUCATION**

Sep 2022- Jun 2026 (Expected) Huazhong University of Science and Technology Computer Science and Technology

**Grade:** 4.14/5, Rank: 12/35 **Degree:** Bachelor of Engineer

Major: Excellent engineer in Computer Science and Technology

#### **Publication**

- Dongping Chen \*, Ruoxi Chen \*, **Shu Pu** \*, ···, Ranjay Krishna, Yao Wan. *ISG-Bench: Interleaved Scene Graph for Text-to-Image Generation Assessment* [PDF] **ICLR'25 In Submission**
- Haojie Zheng \*, Tianyang Xu \*, Hanchi Sun, **Shu Pu**, Ruoxi Chen, Lichao Sun. *Thinking Before Looking:* Improving Multimodal LLM Reasoning via Mitigating Visual Hallucination [PDF] **CVPR'25 In Submission**

#### Experience

#### Research Internship in HUST, Supervised by Associate Professor Yao Wan

Part-time, Research Intern

June 2024 - Present

- Research on unified generation models and their interleaved generation capabilities. We propose a benchmark **ISG-Bench** focusing on evaluating the model's interleaved image-text generation capability and propose a brand-new evaluation metrics for interleaved context using scene graph.
- MLLM as a judge++ [Proposal], In Progress

### Summer Internship in ShangHai, Supervised by Teaching Professor Raja Sooriamurthi

Full-time, Research Intern

Aug 2024

• Become involved in the research area and do a data analysis project.

#### Research Interests

#### 3D Physical World Perception and Generation Computer Vision, Course Project

- $\bullet$  Conducted a self-directed survey on 3D perception and generation. Survey link [PDF]
- Explored 3D Gaussian Splatting by diving into its code and learning CUDA programming to gain a comprehensive understanding of the technique.

## Skills

Language: Mandarin (native, English (TOFEL 102).

Research Abilities: Proficient in coding and programming using python, C++, CUDA; Knowledge and experience in Multi-modal Perception, Diffusion models, 3DGS, LLM-based Agents and prompt engineering.

Interesting Field: Besides all the research I did, I'm also a motivated Computer Graphics learner, especially in 3D AIGC. I believe it is much more worthwhile to integrate AI into our daily use.

## Others

Research is not all I need.

**Hobbies:** Football, Swimming, R&B.