Shu Pu

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EDUCATION

Sep 2022- Jun 2026 (Expected) Huazhong University of Science and Technology Computer Science and Technology
Grade: 4.17/5, 86.9/100, Rank: 17/35
Degree: Bachelor of Engineer
Major: Excellent engineer in Computer Science and Technology

Publication

- **Shu Pu**, Yaochen Wang, Dongping Chen, Yuhang Chen, Guohao Wang, Qi Qin, Zhongyi Zhang, Zhiyuan Zhang, Zetong Zhou, Shuang Gong, Yi Gui, Yao Wan, Philip S. Yu. ***Judge Anything:*** MLLM as a Judge Across Any Modality. In submission **KDD' 25**
- **ICLR'25 (Spotlight 5.1%)** Dongping Chen *, Ruoxi Chen *, **Shu Pu** *, · · ·, Ranjay Krishna, Yao Wan. ***ISG-Bench***: *Interleaved Scene Graph for Text-to-Image Generation Assessment* [PDF]
- Haojie Zheng *, Tianyang Xu *, Hanchi Sun, **Shu Pu**, Ruoxi Chen, Lichao Sun. ***Thinking Before Looking***: *Improving Multimodal LLM Reasoning via Mitigating Visual Hallucination* [PDF]

Experience

Remote Research Internship in Princeton, Supervised by Assistant Professor Zhuang Liu
Full-time, Remote Research Intern
March 2025 – Present

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Research Internship in HUST, Supervised by Associate Professor Yao Wan
Part-time, Research Intern
June 2024 – March, 2025

- 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.
- Research on any-to-any generative models capability investigation. We propose a benchmark, fine-grained human analysis and an *Omni-Arena* for the development of any-to-any generative models.

Summer Internship in ShangHai, Supervised by Teaching Professor Raja Sooriamurthi
Full-time, Research Intern
August 2024

- Became involved in the research area and did a data analysis project.

Personal Projects

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

- 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.

Computer Graphics

- From Mar. 17, 2025, I start a translation project of books ***Physically Based Rendering: From Theory To Implementation*** and the trilogy of ***Ray Tracing in One Week***

Skills

Language: Mandarin (native, English (TOFEL 103).
Research Abilities: Proficient in coding and programming using python, C++; Aware of CUDA and parallel programming; 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. My long-term goal is to help develop a world-model which can revolutionize the film, game and animation industry. 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.