Yuxin WANG

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EDUCATION

- **Hong Kong University of Science and Technology (HKUST)** — Hong Kong, China
  Ph.D. student in Computer Science and Engineering. Supervisor: Prof. Dan Xu — *Feb. 2022 – Present*
- **University of Science and Technology of China (USTC)** — Hefei, China
  Bachelor of Science in Automation — *Sep. 2015 – June 2019*

EXPERIENCE

- **Tencent Inc.** — Shenzhen, China
  Intern — *May 2025 – Present*
  - **MultiModal 3D Understanding**: Constructing multimodal large models for 3D scene understanding. Enhance the multimodal large model's spatial understanding of 3D scenes based on its existing capabilities in comprehending 2D scenes. Responsible for dataset construction and algorithm design.
- **Shanghai AI Lab** — Shanghai, China
  Intern — *Feb. 2022 – Feb. 2023*
  - **OmniObject3D**: Participated in constructing OmniObject3D, a large-vocabulary 3D object dataset, which has become one of the most popular 3D object datasets in academia to date. Responsible for video data collection, processing, and setting up part of the benchmarks.
- **Sensetime Inc.** — Beijing, China
  Intern ⇒ Computer Vision Researcher — *Sep. 2019 – Feb. 2022*
  - **Talking Head**: Played a key role in developing audio-driven 2D/3D/cartoon talking head algorithms, with products successfully applied across various fields, generating multi-million RMB revenue for the company. Secured one book chapter and three patents for talking head algorithms.

PUBLICATIONS

- **Yuxin Wang**, Lei Ke, Boqiang Zhang, Tianyuan Qu, Hanxun Yu, Zhenpeng Huang, Meng Yu, Dan Xu, Dong Yu. "N3D-VLM: Native 3D Grounding Enables Accurate Spatial Reasoning in Vision-Language Models." **arXiv, 2025.**
- **Yuxin Wang**, Qianyi Wu, and Dan Xu. "F3D-Gaus: Feed-forward 3D-aware Generation on ImageNet with Cycle-Consistent Gaussian Splatting." **arXiv, 2025.**
- **Yuxin Wang**, Qianyi Wu, Guofeng Zhang, and Dan Xu. "GScream: Learning 3D Geometry and Feature Consistent Gaussian Splatting for Object Removal." **ECCV 2024.**
- **Yuxin Wang**, Wayne Wu, and Dan Xu. "UDC-NeRF: Learning Unified Decompositional and Compositional NeRF for Editable Novel View Synthesis." **ICCV 2023.**
- Zhenxing Mi, **Yuxin Wang**, Dan Xu. "One4D: Unified 4D Generation and Reconstruction via Decoupled LoRA Control." **arXiv, 2025.**
- Tong Wu, Jiarui Zhang, Xiao Fu, **Yuxin Wang**, Jiawei Ren, Liang Pan, Wayne Wu, Lei Yang, Jiaqi Wang, Chen Qian, Dahua Lin, and Ziwei Liu. "From One to More: Contextual Part Latents for 3D Generation." **CVPR 2023 (Award Candidate: 12/9155).**
- Dongwei Pan, Long Zhuo*, Jingtan Piao*, Huiwen Luo*, Wei Cheng*, **Yuxin Wang***, Siming Fan, Shengqi Liu, Lei Yang, Bo Dai, Ziwei Liu, Chen Change Loy, Chen Qian, Wayne Wu, Dahua Lin, and Kwan-Yee Lin. "RenderMe-360: A Large Digital Asset Library and Benchmarks Towards High-fidelity Head Avatars." **NeurIPS 2023 (Joint Second Author).**
- Shaocong Dong, Lihe Ding, Xiao Chen, Yaokun Li, **Yuxin Wang**, Yucheng Wang, Qi Wang, Jaehyeok Kim, Chenjian Gao, Zhanpeng Huang, Zibin Wang, Tianfan Xue, Dan Xu. "OmniObject3D: Large-Vocabulary 3D Object Dataset for Realistic Perception, Reconstruction and Generation." **ICCV 2025.**

SKILLS and SERVICES

- **Programming**: Python, C/C++, Matlab, LaTeX.
- **Languages**: Mandarin Chinese, English.
- **Conference Reviewer**: CVPR, ICCV, ICLR, and NeurIPS.
- **Teaching Assistant**: Fundamentals of Artificial Intelligence; Introduction to Object-oriented Programming; Deep Perception, Localization, and Planning for Autonomous Vehicles.