

# Jiaxu Zhang (张嘉旭)

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I am a **Ph.D. student** working with **Prof. Deren Li** and **Prof. Zhigang Tu** in LIESMARS at **Wuhan University**, China. Before that, I received my **B.S. degree** from **Southeast University** in 2020. I worked as a **research intern at Tencent** from 2022 to 2024. Currently, I am **interning at StepFun**, collaborating with **Dr. Gang Yu** and focusing on **AIGC research**. My research interest lies in deep learning, computer vision and computer graphics, with a current focus on **3D/2D animation, motion generation, retargeting, and recognition**. My overarching research objective is to contribute to the development of lifelike, intelligent, and interactive virtual avatars and animations.

## EDUCATION

### Wuhan University

*Master degree and Ph.D. Student. Computer Science and Technology*

Wuhan, Hubei  
Sep. 2020 – Now

- Leijun Scholarship 2023. 100,000 RMB. Top 10 in Wuhan University.
- National Scholarship 2022. 20,000 RMB. Top 3%.
- First-class Scholarship for Outstanding Students 2021. 8,000 RMB. Top 10%.

### Southeast University

*Bachelor of Science. Geographic Information Science*

Nanjing, Jiangsu  
Sep. 2016 – Jun. 2020

- GPA: 3.9/4.0, Avg Score: 91.9/100, Rank: 1/26.
- National Scholarship 2018. 10,000 RMB, Top 3%. Outstanding Graduates of Southeast University, 2020, Top 3%.
- Research assistant in associate Prof. Xiao Fu's lab.

## SELECTED PUBLICATIONS

### TapMo: Shape-aware Motion Generation of Skeleton-free Characters

**Jiaxu Zhang**, Shaoli Huang, Zhigang Tu, et. al.

*The Twelfth International Conference on Learning Representations. (ICLR 2024)*

### Generative Motion Stylization of Cross-structure Characters within Canonical Motion Space

**Jiaxu Zhang**, Xin Chen, Gang Yu, Zhigang Tu.

*Proceedings of the 32nd ACM International Conference on Multimedia. (ACM MM 2024)*

### Skinned Motion Retargeting with Residual Perception of Motion Semantics & Geometry

**Jiaxu Zhang**, Junwu Weng, Di Kang, et. al.

*Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition. (CVPR 2023)*

### A Modular Neural Motion Retargeting System Decoupling Skeleton and Shape Perception

**Jiaxu Zhang**, Zhigang Tu, Junwu Weng, Junsong Yuan, Bo Du.

*IEEE Transactions on Pattern Analysis and Machine Intelligence. 2024. (T-PAMI, IF: 24.314)*

### Zoom Transformer for Skeleton-based Group Activity Recognition

**Jiaxu Zhang**, Yifan Jia, Wei Xie, and Zhigang Tu.

*IEEE Transactions on Circuits and Systems for Video Technology. 2022. (T-CSVT, IF: 8.400)*

## EXPERIENCE

### Tencent AI Lab Rhino-Bird Focused Research Program

Jul. 2022 – Jun. 2023

- Research topic: motion retargeting with consideration of self-contact and self-penetration.
- I am the primary contributor to this program, engaging in technical research, model design, and code implementation. The research paper has been accepted by CVPR 2023.
- This project received the Tencent Technology Innovation Award.

### The 1st runner-up of ICCV 2021 MMVRAC challenge (Track 2 and Track 3)

Jul. 2021

- As the team leader of Track 2 (skeleton-based human action recognition), my responsibilities included data processing, model design, and model implementation. In Track 3 (fisheye video-based action recognition), I played a key role as one of the main contributors to model implementation.
- I am a co-author of the paper “The Multi-Modal Video Reasoning and Analyzing Competition, ICCVW, 2021.”