Hongjie Li

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Education

2021 – 2025 **School of EECS, Peking University (PKU)**, *Beijing, China, 100871*

PKU Zhi Class (2021)

GPA: 3.759/4.0

Relevant Courses: Computer Vision, Introduction to Visual Computing and Interaction, The Mathematics in Artificial Intelligence, Character Animation and Motion Simulation, Machine Learning, Multimodal Learning, Introduction to Generative Modeling, Introduction to Multi-Agent Systems

Research

Research Interests

Computer Vision & Graphics, 3D Human-Object/Scene Interaction, 3D Scene Understanding, Generative Visual Models, 3D Human Motion Synthesis

Research Experience

Jun 2024 – Present **Stanford Vision and Learning Lab**, Stanford University — *Research Intern*
3D Human-Scene Interaction
Advisor: Prof. Jiajun Wu

Sept 2023 – Present **National Key Lab for General AI**, BIGAI — *Student Researcher*
3D Human-Object/Scene Interaction
Advisor: Dr. Siyuan Huang

Jan 2023 – Present **CoRe Lab**, Institute for AI, PKU — *Student Researcher*
Visually Grounded Reasoning
Advisor: Prof. Yixin Zhu

Preprints and Publications

* denotes equal contribution, † marks the corresponding authors

2024 Nan Jiang*, **Hongjie Li***, Ziye Yuan*, Zimo He, Yixin Chen, Tengyu Liu, Yixin Zhu†, Siyuan Huang†
Dynamic Motion Blending for Versatile Motion Editing
under review 2024

2024 **Hongjie Li***, Hong-Xing Yu*, Jiaman Li, Jiajun Wu†
ZeroHSI: Zero-Shot 4D Human-Scene Interaction by Video Generation
arXiv 2024

2024 Nan Jiang*, Zimo He*, Zi Wang, **Hongjie Li**, Yixin Chen, Siyuan Huang†, Yixin Zhu†

Autonomous Character-Scene Interaction Synthesis from Text Instruction

SIGGRAPH Asia 2024

2023 Nan Jiang*, Zhiyuan Zhang*, **Hongjie Li**, Xiaoxuan Ma, Zan Wang, Yixin Chen, Tengyu Liu, Yixin Zhu†, Siyuan Huang†

Scaling Up Dynamic 3D Human-Scene Interaction Modelling

CVPR 2024

Awards and Scholarships

2024 **The Third Prize of Peking University Scholarship**, Peking University

2024 **Award for Research Excellence**, Peking University

2023 **The Third Prize of Peking University Scholarship**, Peking University

2023 **Merit Student**, Peking University

2022 **Award for Academic Excellence**, Peking University

Technical Skills

Languages Python (proficient), C/C++

Framework & Tool PyTorch (proficient), Visual Studio Code, PyCharm, Blender, Git