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Hongjie Li

Education

2021 – 2026

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

PKU Zhi Class (Honors Program in Artificial Intelligence) of 2022

GPA: 3.759/4.0

Relevant Courses: Computer Vision, Introduction to Visual Computing and Interaction, Character Animation and Motion Simulation, Machine Learning, Multimodal Learning, Introduction to Generative Modeling, Introduction to Multi-Agent Systems, Cognitive Science, Cognitive Reasoning, The Mathematics in AI, Numerical Methods, Methodologies and Practice for AI Research, and Directed Research in AI System

Research

Research Interests

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

Robotics, Humanoid Robot Learning

Research Experience

Jun 2025 – Present

Stanford Vision and Learning Lab, Stanford University   *Research Intern*

Research on weakly-supervised human and human-object interaction reconstruction.

Advisor: Prof. Jiajun Wu

Jun 2024 – Aug 2024

Stanford Vision and Learning Lab, Stanford University   *Research Intern*

Research on zero-shot human-scene interaction motion synthesis.

Advisor: Prof. Jiajun Wu

Sept 2023 – Present

National Key Lab for General AI, BIGAI   *Student Researcher*

Research on human motion and human-scene interaction synthesis.

Research on humanoid robot learning for multimodal instruction execution.

Advisor: Dr. Siyuan Huang

Jan 2023 – Present

CoRe Lab, Institute for AI, PKU   *Student Researcher*

Research on human motion and human-scene interaction synthesis.

Research on humanoid robot learning for multimodal instruction execution.

Advisor: Prof. Yixin Zhu

Preprints and Publications

* denotes equal contribution, † marks the advisors

2025

AnyLift: Scaling Motion Reconstruction from Internet Videos via 2D Diffusion

Hongjie Li*, Heng Yu*, Jiaman Li, Hong-Xing Yu, Ehsan Adeli†, Karen Liu†, Jiajun Wu†

CVPR 2026, Under Review

2025   **UniAct: Unified Motion Generation and Action Streaming for Humanoid Robots**

Nan Jiang*, Zimo He*, Lexi Pang, Wanhe Yu, Yunhao Li, **Hongjie Li**, Jieming Cui, Yuhan Li, Yizhou Wang[†], Yixin Zhu[†], Siyuan Huang[†]

CVPR 2026, Under Review

2025   **ZeroHSI: Zero-Shot 4D Human-Scene Interaction by Video Generation**

Hongjie Li*, Hong-Xing Yu*, Jiaman Li, Jiajun Wu[†]

3DV 2026

2024   **Dynamic Motion Blending for Versatile Motion Editing**

Nan Jiang*, **Hongjie Li***, Ziye Yuan*, Zimo He, Yixin Chen, Tengyu Liu, Yixin Zhu[†], Siyuan Huang[†]

CVPR 2025

2024   **Autonomous Character-Scene Interaction Synthesis from Text Instruction**

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

SIGGRAPH Asia 2024

2023   **Scaling Up Dynamic 3D Human-Scene Interaction Modelling**

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

CVPR 2024

Conference Reviewer

2026   **International Conference on 3D Vision (3DV)**
2025   **International Conference on Computer Vision (ICCV)**
2025   **Conference on Computer Vision and Pattern Recognition (CVPR)**

Awards and Scholarships

2025   **Exceptional Award for Academic Innovation**, Peking University
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

Language   English (TOEFL 108), Mandarin (native)

Programming   Python (proficient), C/C++, Javascript, HTML, LaTeX

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