Hongjie Li

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Education

2021 – 2026 **School of EECS, Peking University**, Beijing, China
Zhi Class (Honors Program in Artificial Intelligence) of 2022
GPA: 3.687/4.0

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, 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, 3D Reconstruction

Robotics, Humanoid Robot Learning

Research Experience

Jun 2025 – Dec 2025 **Stanford Vision and Learning Lab**, Stanford University, CA, USA   *Research Intern*
Research on weakly-supervised human and human-object interaction reconstruction.
Advisor: Prof. Jiajun Wu

Jun 2024 – Dec 2024 **Stanford Vision and Learning Lab**, Stanford University, CA, USA   *Research Intern*
Research on zero-shot human-scene interaction motion synthesis.
Advisor: Prof. Jiajun Wu

Sept 2023 – Present **Beijing Institute for General Artificial Intelligence**, Beijing, China   *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 **Cognitive Reasoning Lab**, Peking University, Beijing, China   *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

2026 **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

2026   **ZeroHSI: Zero-Shot 4D Human-Scene Interaction by Video Generation**

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

3DV 2026

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[†]

arXiv 2025

2025   **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

2024   **Scaling Up Dynamic 3D Human-Scene Interaction Modeling**

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

CVPR 2024

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

Skills

Language   English (TOEFL 108), Mandarin (native)

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

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