

Hongjie Li

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🌐 awfuact.github.io/



Education

2021 – 2026 **School of EECS, Peking University (PKU)**, Beijing, China, 100871
PKU 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, 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	Stanford Vision and Learning Lab , Stanford University	<i>Research Intern</i>
– Dec 2025	Research on weakly-supervised human and human-object interaction reconstruction. Advisor: Prof. Jiajun Wu	
Jun 2024	Stanford Vision and Learning Lab , Stanford University	<i>Research Intern</i>
– Dec 2024	Research on zero-shot human-scene interaction motion synthesis. Advisor: Prof. Jiajun Wu	
Sept 2023	National Key Lab for General AI , BIGAI	<i>Student Researcher</i>
– Present	Research on human motion and human-scene interaction synthesis. Research on humanoid robot learning for multimodal instruction execution. Advisor: Dr. Siyuan Huang	
Jan 2023	CoRe Lab , Institute for AI, PKU	<i>Student Researcher</i>
– Present	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

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