

# Hongjie Li

Peking University  
100871

Beijing, China

✉ lihongjie@stu.pku.edu.cn



## Education

2021 – 2026 **School of EECS, Peking University (PKU)**, Beijing, China, 100871  
**PKU Zhi Class (2021)**  
**GPA:** 3.759/4.0

## Research

### Research Interests

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

### Research Experience

Jun 2024	<b>Stanford Vision and Learning Lab</b> , Stanford University	<i>Research Intern</i>
– Aug 2024	3D Human-Scene Interaction Advisor: Prof. Jiajun Wu	
Jan 2023	<b>CoRe Lab</b> , Institute for AI, PKU	<i>Student Researcher</i>
– Present	Visually Grounded Reasoning Advisor: Prof. Yixin Zhu	

## Preprints and Publications

\* denotes equal contribution, <sup>†</sup> marks the corresponding authors

- 2025 Nan Jiang\*, **Hongjie Li\***, Ziyue Yuan\*, Zimo He, Yixin Chen, Tengyu Liu, Yixin Zhu<sup>†</sup>, Siyuan Huang<sup>†</sup>  
**Dynamic Motion Blending for Versatile Motion Editing**  
CVPR 2025
- 2024 **Hongjie Li\***, Hong-Xing Yu\*, Jiaman Li, Jiajun Wu<sup>†</sup>  
**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<sup>†</sup>, Yixin Zhu<sup>†</sup>  
**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<sup>†</sup>, Siyuan Huang<sup>†</sup>  
**Scaling Up Dynamic 3D Human-Scene Interaction Modelling**  
CVPR 2024

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## 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

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## Technical Skills

<b>Languages</b>	Python, C/C++
<b>Framework &amp; Tool</b>	PyTorch, Visual Studio Code, PyCharm, Blender, Git