

Hongjie Li

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Education

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

Research

Research Interests

Computer Graphics, Human-Object/Scene Interaction

Research Experience

Jun 2024	Stanford Vision and Learning Lab , Stanford University	<i>Research Intern</i>
– Aug 2024	Advisor: Prof. Jiajun Wu	
Jan 2023	CoRe Lab , Peking University	<i>Student Researcher</i>
– Present	Advisor: Prof. Yixin Zhu	

Preprints and Publications

* denotes equal contribution, † marks the corresponding authors

2025 Nan Jiang*, **Hongjie Li***, Ziyue Yuan*, Zimo He, Yixin Chen, Tengyu Liu, Yixin Zhu†, Siyuan Huang†

Dynamic Motion Blending for Versatile Motion Editing

CVPR 2025

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

Technical Skills

Languages	Python, C/C++
Framework	PyTorch, Blender, Git