Binghui Zuo

binghuizuo@gmail.com • binghui-z.github.io M.S. student, Southeast University, China

I'm looking for PhD in 2024Fall

SERVICES	Conference Reviewer: NeurIPS2022, CVPR2023			
SKILLS	Languages: Python, C++ Tools: PyTorch, LATEX, Git, Photoshop			
	- National Encouragement Scholarship	2018, 2020		
Honors	- National Scholarship	2019		
	- Outstanding college students in Shandong Province	2020		
	- Excellent Graduate of Shandong Province	202		
AWARDS &	- Second-class Scholarship in Southeast University	202		
	[1] Stability-driven Contact Reconstruction From Monocular Color Image Zimeng Zhao, Binghui Zuo, Wei Xie, Yangang Wang IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR), 20	_		
	 [4] Semi-supervised Hand Appearance Recovery via Structure Disentanglement and Dual Adversarial Discrimination Zimeng Zhao, Binghui Zuo, Zhiyu Long, Yangang Wang IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR), 2023 [3] Skeleton Extraction for Articulated Objects with the Spherical Unwrapping Profiles Zimeng Zhao, Wei Xie, Binghui Zuo, Yangang Wang IEEE Transactions on Visualization and Computer Graphics (TVCG), 2023 [2] HMDO: Markerless Multi-view Hand Manipulation Capture with Deformable Objects Wei Xie*, Zhipeng Yu*, Zimeng Zhao, Binghui Zuo, Yangang Wang Graphical Models (GM), 2023 [4] Stabilita driver Graphicat Researcheretics Free Markerless Calon Inverse. 			
			[5] Implicit Representation for Interacting Hands Reconstruction from Monocular Color Images (Under Review) Binghui Zuo, Zimeng Zhao, Wei Xie, Yangang Wang	
			Publications	[6] Reconstructing Interacting Hands with Interaction Prior from Monocular Images (Under Review) Binghui Zuo, Zimeng Zhao, Wenqian Sun, Wei Xie, Chao Wen, Yangang Wang
		Qingdao University of Technology, Qingdao, China B.S. in Automation Advisor: Prof. Jingbo Zhao GPA: 3.7/4	2017 - 2021	
	Education	Southeast University, Nanjing, China M.S. in Electronic Information Advisor: Prof. Yangang Wang GPA: 3.4/4	2021 - 2024 (expected)	
Reserach Interests	Computer vision and computer graphics, especially in hand 3D reconstruction. The current interests mainly around the generative models.			