



# YINGXUAN YOU

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## ★ RESEARCH INTEREST

- Computer Vision and Deep Learning.
- Digital Humans, Generation Models, 3D Reconstruction.

## 🎓 EDUCATION

### Peking University (PKU)

Beijing, China

Third-Year Master Student in Computer Science. Advisor: Prof. [Hong Liu](#) 2021.09 – 2024.06

Research Topics: 3D Human Pose and Shape Estimation, Face Texture Generation. GPA: 3.91 / 4.0

### Beihang University (BUAA)

Beijing, China

Bachelor of Automation Science. GPA: 3.84 / 4.0 (Top 5%) 2017.09 – 2021.06

## 📄 PUBLICATION

- **Co-Evolution of Pose and Mesh for 3D Human Body Estimation from Video**  
Yingxuan You, Hong Liu, Ti Wang, Wenhao Li, Runwei Ding, Xia Li.  
*IEEE International Conference on Computer Vision (ICCV)*, 2023. [Project Page](#)
- **GATOR: Graph-Aware Transformer with Motion-Disentangled Regression for Human Mesh Recovery from a 2D Pose**  
Yingxuan You, Hong Liu, Xia Li, Wenhao Li, Ti Wang, Runwei Ding.  
*IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)*, 2023.
- **MISD-SLAM: Multimodal Semantic SLAM for Dynamic Environments**  
Yingxuan You, Peng Wei, Jialun Cai, Weibo Huang, Risheng Kang, Hong Liu.  
*Wireless Communications and Mobile Computing*, 2022.
- **SPSD: Semantics and Deep Reinforcement Learning Based Motion Planning for Supermarket Robot**  
Jialun Cai, Weibo Huang, Yingxuan You, Zhan Chen, Bin Ren, Hong Liu.  
*IEICE TRANSACTIONS on Information and Systems*, 2023.
- **Interweaved Graph and Attention Network for 3D Human Pose Estimation**  
Ti Wang, Hong Liu, Runwei Ding, Wenhao Li, Yingxuan You, Xia Li.  
*IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)*, 2023.

## 👥 WORK EXPERIENCE

### Alibaba, Hangzhou, China

2023.07 – Present

Research Intern in Digital Human Team. Topic: 3D Face Reconstruction & Texture Generation.

- Exploit effective constraints on face texture generation to fine-tune diffusion models via self-supervision.
- Design a side branch with a condition input to beautify the original texture and maintain personal identity.
- Propose DiffFace and self-supervised constraints to learn high-quality and renderable texture from image.

Research Intern in SLAM Team.

Topic: SLAM &amp; 3D Scene Reconstruction.

- Exploit semantic SLAM for indoor scenes that combines the visual SLAM with the segmentation network.
- Alleviate the impact of dynamic pixels using semantic information and multi-view geometric constraints.
- Collect and establish a housing dataset. Test the effectiveness in IOS & Android in real-world application.

## INVENTION PATENT

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- **A 3D Human Mesh Reconstruction Method Based on Graph Skeleton Attention.**  
Hong Liu, **Yingxuan You**, Yang Chen, Wenhao Li.  
*Invention patent*, Published Application Number: CN115294265A, 2022.
- **A 3D Human Pose Estimation Method Based on Interweaved Graph and Attention Network.**  
Hong Liu, Ti Wang, Wenhao Li, **Yingxuan You**, Runwei Ding.  
*Invention patent*, Published Application Number: CN116129051A, 2023.

## COMPETITION

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- **Honorable Mention** in China Undergraduate Physical Experiment Competition. 2020
- **Honorable Mention** in Mathematical Contest in Modeling. 2020
- **First Prize** in Beijing Undergraduate Physical Experiment Competition. 2019
- **First Prize** in Beijing Undergraduate Mathematical Contest in Modeling. 2019
- **First Prize** in China Undergraduate Mathematical Contest in Modeling. 2018
- **Second Prize** in Beijing Mathematics Competition. 2018

## AWARDS AND HONORS

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- Merit Student Scholarship, *Peking University* (**Top 5%**) 2022, 2023
- Outstanding Graduate, *Beihang University* (**Top 5%**) 2021
- First Prize in Segway-Ninebot Scholarship, *Beihang University* (**Top 1%**) 2021
- First Prize in Competition Scholarship, *Beihang University* (**Top 2%**) 2019, 2020
- Excellent Student Cadres, *Beihang University* (**Top 1%**) 2019, 2020
- Innovation Student, *Beihang University* (**Top 0.2%**) 2018


## SKILLS

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- **Programming:** Python, Pytorch, C/C++, MATLAB, L<sup>A</sup>T<sub>E</sub>X.
- **Language:** Mandarin (Native), English (Fluent, IELTS: 6.0).

## OPEN SOURCE

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Codes for my published papers are available on my  **GitHub**:

- (ICCV 2023) PMCE: <https://github.com/kasvii/PMCE>
- (ICASSP 2023) GATOR: <https://github.com/kasvii/GATOR>