

ZEKUN LI

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EDUCATION

Brown University

Ph.D. Student, Computer Science

Supervisor: Prof. Srinath Sridhar

Research Area: Character Animation, Human-object interaction

Providence, RI, USA

August 2023 - June 2028 (expected)

University of Electronic Science and Technology of China

Bachelor of Engineering with honor, Computer Science and Technology

GPA: 3.78/4.0

UESTC Outstanding Thesis Awards

Chengdu, Sichuan, China

September 2019 - July 2023

PUBLICATION

Learning Anchor Transformations for 3D Garment Animation

Accepted by [The IEEE / CVF Computer Vision and Pattern Recognition Conference \(CVPR\) 2023](#)

Fang Zhao, [Zekun Li](#), Shaoli Huang, Junwu Weng, Tianfei Zhou, Guosen Xie, Jue Wang, Ying Shan.

TL;DR: design adaptive anchors to predict 3D garment animation from a body motion sequence.

Eliminating Gradient Conflict in Reference-based Line-Art Colorization

Accepted by [European Conference on Computer Vision \(ECCV\) 2022](#)

[Zekun Li](#), Zhengyang Geng, Zhao Kang, Wenyu Chen, and Yibo Yang.

TL;DR: design a novel BP scheme to solve the gradient issue in Attention.

EXPERIENCE

AI Lab, Tencent

Research Intern

October 2022 - June 2023

Supervisor: Prof. Fang Zhao

◇ Project: Learning-based Garment Animation [\[repo\]](#)

- Reproduced *VirtualBones* ([SIGGRAPH'22](#)) and *TailorNet* ([CVPR'20](#)) on virtual try-on dataset.
- Proposed an anchor-based deformation model to predict 3D garment animation from a body motion sequence, which achieves the state-of-the-art performance, especially for loose-fitting garments.

Cognitive Computing and Intelligent Decision Lab, UESTC

Research Assistant

September 2020 - September 2022

Supervisor: Prof. Zhao Kang

◇ Project: Reference-based line-art colorization [\[repo\]](#)

- Proposed a novel gradient backpropagating scheme for dot-product Attention to solve gradient conflicts.
- Attained significant improvements in Fréchet Inception Distance (FID, up to 27.21%) and structural similarity index measure (SSIM, up to 25.67%) on several benchmarks.

PaddlePaddle Open Source Community, Baidu

Contributor of PaddleVideo

April 2022 - June 2022

◇ Group Project: Reproduced *2s-AGCN* ([CVPR'19](#)) for PaddleVideo (a video toolkit). [\[repo\]](#)

- Responsible for model implementation and merging the project into PaddleVideo's.
- Won the third prize (¥10,000) in *6th Paddle Reproduction Competition*.

SELECTED AWARDS

UESTC Outstanding Undergraduate Thesis

Top1%

UESTC Honor Undergraduate Student in Research

Top1%

SKILLS

Python: Pytorch; C/C++; Blender; L^AT_EX