

HE LI

EDUCATION

Tsinghua University (THU)

B.E. in Computer Science (Yao Class, IIIS)
GPA: 3.954/4.000 (Major GPA 3.984/4.000)
Rank: 5/94 among Yao Class

July 2026 (expected)

RESEARCH INTERESTS

I am interested in modern visual generative model and multimodal language model, together with the vision-centric applications in the other domains, especially cell biology and medical.

RESEARCH EXPERIENCES

Multimodal LLM and AI for Biology

Advisors: Prof. Yeung-Levy Serena

Jun 2025 - Present

Stanford (Onsite, UGVRI)

- Leading project on analyzing Multimodal LLM natural robustness against catastrophic forgetting [1] and its potential application in medical foundation model [2].
- Participating in CellFlux V2 project aiming for simulating cellular morphology changes via Flow Matching. Accelerating the training by 6 times and developing the results on JUMP datasets [3].

Visual Generative Model

Advisors: Prof. He Kaiming

Jan 2024 - Present

MIT (Onsite in 2025 Spring, RA)

- Exploring the autoregressive method without vector quantisation [4]. Leading project on improving this methods with adversarial training, one-step diffusion-based method and causal autoregressive.
- Leading project on finetuning generation model from pretrained representation model. Also investigating the co-training of representation models and generative models.
- Help developing a new family of single-step generative model. (In processing, with Prof. Du Yilun)

3D Gaussian Splatting

Advisors: Prof. Yiming Li

Oct 2025 - Present

THU (Undergraduate Thesis)

- Exploring 3D Gaussian Splatting in visual encoder's latent space.(In processing)

Sparsity for Diffusion Models

Advisors: Prof. Chen Jianfei and Prof. Zhu Jun

Oct 2023 - May 2024

THU (Undergrad. Intern)

- Finish baseline testing and help develop progressive $N : M$ sparsity method for diffusion model [5].

PUBLICATIONS

- [1] **He Li**, Y. Zhang, X. Wang, K. Lyu, and S. Yeung-Levy, Fine-tuning vlms without forgetting is easier than you think, in *ResponsibleFM @ NeurIPS 2025, ICLR 2026 Submission*.
- [2] **He Li**, Y. Zhang, X. Wang, and S. Yeung-Levy, Replay-free sequential fine-tuning of medical vlms, in *ML4H 2025*.
- [3] Y. Zhang, Y. Su, Z. Wevers, S. Su, **He Li**, T. Li, C. Wang, J. Burgess, A. Lozano, L. Zhou, D. Ding, J. J. Nirschl, E. Lundberg, and S. Yeung-Levy, Cellfluxv2: An image generative foundation model for virtual cell modeling, in *ML4H 2025, Nature Method 2025 Submission*.
- [4] T. Li, Y. Tian, **He Li**, M. Deng, and K. He, Autoregressive image generation without vector quantization, in *NeurIPS 2024 Spotlight*.
- [5] K. Wang, J. Chen, **He Li**, Z. Mi, and J. Zhu, Sparsedm: Toward sparse efficient diffusion models, in *ICME 2025*.

ACADEMIA & TEACHING SERVICES

Reviewer for ICCV, ARR, ML4H, NeurIPS, CVPR	2025
TA for Machine Learning by Prof. Yuan Yang	Sep 2025 - Jan 2026
TA for Advanced Computer Graphics by Prof. Yi Li	Sep 2025 - Jan 2026
Student TA for Object-Oriented Programming by Prof. Liu Zhiyuan	Feb 2023 - July 2023

AWARDS & GRANTS

Yao Award	2025
Technological Innovation Scholarship	2025
Widjaja Scholarship	2025
Academic Excellence Scholarship	2024
Nanjing Turing Institute of Artificial Intelligence Scholarship	2024
Tsinghua Freshman Scholarship	2022-2026
First prize in provincial CMO (Tianjin)	2020, 2021
First prize in provincial CPhO (Tianjin)	2020, 2021
First prize in CSP-S (Tianjin)	2019

SELECTED OPEN-SOURCE PROJECTS

Imitation Learning with Diffusion Policy	Sep 2024 - Jan 2025
<i>Repository: Imitation Learning with Diffusion Policy</i>	Collaborators: Ruija Yang
· Incorporating Low-Dimensional Self-Supervised Loss for Diffusion Policies in Imitation Learning.	
Merged Contribution to Maniskill Repository	Sep 2024 - Jan 2025
<i>Repository: Enhance SAC with MoE and BEE Operator</i>	Collaborators: Guowei Xu, Muhan Wang
· Introducing two plug-and-play enhancements to the Soft Actor-Critic (SAC) algorithm.	
Physically Based GPU Graphics Renderer	Sep 2024 - Jan 2025
<i>Repository: GPU Rendering for Interference and Dispersion</i>	Collaborators: Chenglin Liu
· GPU-based graphics renderer implemented in GLSL with original wave effect simulation feature.	
AI Computing Acceleration on Chips	July 2024 - Sep 2024
<i>Repository: Torus Network on Chips with Adaptive Balanced Routing</i>	Collaborators: Haoyang Weng
· Based on gem5, implementing torus network and load-balanced adaptive routing algorithm.	
KAN in Computer Vision	Feb 2024 - July 2024
<i>Repository: Computer Vision Meets KAN</i>	Collaborators: Yue Cao
· Classification by FFT/PCA preprocessing and Kolmogorov-Arnold Network, achieving higher accuracy.	