Mutian Xu (Mino), Ph.D. Candidate

https://mutianxu.github.io/



Education

2021.08 - now The Chinese University of Hong Kong (Shenzhen), China

Ph.D. Student

- Supervisor: Prof. Xiaoguang Han

- Research Area: Computer Vision, Deep Learning

2018.09 – 2020.03 University of California, Irvine, USA

M.Sc. in Computer Engineering (GPA: 3.592/4.0)

2014.08 – 2018.06 **Xidian University, China**

B.Eng. in Radio Wave Propagation and Antenna (GPA: 3.56/4.0)

Experience

2020.06 – 2021.02 **CVMI Lab, The University of Hong Kong**

Research Assistant

- Advisor: Prof. Xiaojuan Qi

- Topic: 3D Point Cloud Convolution

2019.07 – 2019.11 Multimedia Lab, Shenzhen Institutes of Advanced Technology

Visiting Student

- Advisor: Prof. Yu Qiao and Dr. Zhipeng Zhou

- Topic: 3D Object Point Cloud Classification and Segmentation

2019.04 – 2019.06 University Of California, Irvine

Master Individual Project

- Advisor: Prof. Charless Fowlkes

- Topic: 3D Object Reconstrution Based on Structured Light

Publications (* denotes equal contribution, † indicates project lead)

- **Xu**, **M.**, Yin, X., Qiu, L., Liu, Y., Tong, X., & Han, X. (2024). SAMPro3D: Locating SAM Prompts in 3D for Zero-Shot Instance Segmentation. *In submission*, 2024.
- Chen, C., Wu, Y., Dai, Q., Zhou, H.-Y., **Xu**, **M.**, Yang, S., ... Yu, Y. (2024). A Survey on Graph Neural Networks and Graph Transformers in Computer Vision: A Task-Oriented Perspective. *TPAMI 2024*.
- Zhang, D. J., **Xu, M.** †, Wu, J. Z., Xue, C., Zhang, W., Han, X., ... Shou, M. Z. (2024). Free-ATM: Harnessing Free Attention Masks for Representation Learning on Diffusion-Generated Images. In *ECCV 2024*.
- Qiu, L., Chen, G., Gu, X., Zuo, Q., Xu, M., Wu, Y., ... Han, X. (2024). RichDreamer: A Generalizable Normal-Depth Diffusion Model for Detail Richness in Text-to-3D. In CVPR 2024, Highlight (2.8%).
- Qiu, L., Chen, G., Zhou, J., **Xu, M.**, Wang, J., & Han, X. (2023). REC-MV: REconstructing 3D Dynamic Cloth from Monucular Videos. In *CVPR* 2023.
- Xu, M. *., Xu, M. *, He, T., Ouyang, W., Wang, Y., Han, X., & Qiao, Y. (2023). MM-3DScene: 3D Scene Understanding by Customizing Masked Modeling with Informative-Preserved Reconstruction and Self-Distilled Consistency. In CVPR 2023.

- Yu, X. *., **Xu, M.** †*, Zhang, Y. *., Liu, H. *., Ye, C. *., Han, X., & et al.. (2023). MVImgNet: A Large-scale Dataset of Multi-view Images. In *CVPR* 2023, **80**+ citation.
- **Xu, M.**, Chen, P., Liu, H., & Han, X. (2022). TO-Scene: A Large-scale Dataset for Understanding 3D Tabletop Scenes. In ECCV 2022, **Oral Presentation (2.7%)**.
- **Yu, M.**, Ding, R., Zhao, H., & Qi, X. (2021). PAConv: Position Adaptive Convolution with Dynamic Kernel Assembling on Point Clouds. In *CVPR 2021, 400+ citation*.
- Xu, M., Zhang, J., Zhou, Z., Xu, M., Qi, X., & Qiao, Y. (2021). Learning Geometry-Disentangled Representation for Complementary Understanding of 3D Object Point Cloud. In *AAAI 2021, 100+citation*.

Professional Services

Journal Reviewer TIP, IJCV, TVCG, NEUCOM, TMM, MVAP

Conference Reviewer CVPR 23/24, ICCV 21/23, ECCV 24, ICLR 24/25, ICML 24, NeurIPS 23, IJCAI 24, WACV 24/25, ACCV 24

Awards and Certificates

2024 WAIC Youth Outstanding Paper Nomination Award, 2024 (MVImgNet)

2023 Top Reviewer, NeurIPS 2023 (9.9%)

Outstanding Reviewer, CVPR 2023 (3.3%)

CCF Excellent Graphics Open-Source Dataset, 2023 (MVImgNet)

2017 TOFEL Test, 104/120

GRE Test, 325/340

Second-class school-level scholarship

2016 Third-class school-level scholarship

Talks

2024 Why Do I Need Papers?", VALSE Webinar 2024

2023 Outstanding Student Forum of VALSE 2023

Outstanding Student Forum of China 3DV 2023

2022 Youth PhD Talk - ECCV 2022, invited by AI-TIME

Teaching

2023 CSC3002: Introduction to Computer Science: Programming Paradigms

2022 CSC1002: Computational Laboratory

2021 CSC1001: Introduction to Computer Science: Programming Methodology

Previous Mentorship

Pei Chen, M.Phil. at CUHKSZ, now at Ant Group.

Miscellaneous

3rd Place in the 31st School Singer Contest, Xidian University. Piano Professional Certificate Level 10.