

# Nanxiang Jiang

Beihang University  
jiangnx@buaa.edu.cn  
<https://nxjiang-jnx.github.io/>

## Education

---

### Beihang University (BUAA)

B.E. in Computer Science (Expected Jun 2027)

Program: Top Talents Program in Computer Science

GPA: 3.86 / 4.00 (Rank: 2 / 20)

Research Interests: Generative Models, Diffusion Models, Concept Erasure, Multimodal Safety, 3D Reconstruction

Advisors: Asst. Prof. Zhaoxin Fan, Prof. Si Liu

## Selected Awards

---

Second Prize (National Level) in the Ministry of Education “Question & Conjecture” Program	2026
Beihang University TA Excellence Award	2025
Beihang University Research Excellence Award	2025
Beihang University Academic Excellence Award	2024
Beihang University Triple-A student	2024
National Scholarship	2024

## Publications and Preprints

---

(\* Equal Contribution)

- [1] Nanxiang Jiang, Zhaoxin Fan, Baisen Wang, Daiheng Gao, Junhang Cheng, Jifeng Guo, Yalan Qin, Yeying Jin, Hongwei Zheng, Faguo Wu, Wenjun Wu, “Z-Erase: Enabling Concept Erasure in Single Stream Diffusion Transformers”, *Under review at International Conference on Machine Learning (ICML)*, 2026.
- [2] Nanxiang Jiang, Zhaoxin Fan, Enhao Kang, Daiheng Gao, Yun Zhou, Yanxia Chang, Zheng Zhu, Yeying Jin, Wenjun Wu, “Erased, But Not Forgotten: Erased Rectified Flow Transformers Still Remain Unsafe Under Concept Attack”, *Under review at Computer Vision and Pattern Recognition (CVPR)*, 2026.
- [3] Daiheng Gao\*, Nanxiang Jiang\*, Andi Zhang, Shilin Lu, Yufei Tang, Wenbo Zhou, Weiming Zhang, Zhaoxin Fan, “Re-voking Amnesia: RL-based Trajectory Optimization to Resurrect Erased Concepts in Diffusion Models”, *Under review at Computer Vision and Pattern Recognition (CVPR)*, 2026.
- [4] Shiyong Duan\*, Pei Ren\*, Nanxiang Jiang, Zhengping Che, Jian Tang, Yifan Sun, Zhaoxin Fan, Wenjun Wu, “RoboPARA: Dual-Arm Robot Planning with Parallel Allocation and Recomposition Across Tasks”, *International Conference on Learning Representations (ICLR)*, 2026.

## Selected Academic Projects

---

### Single-Image 3D Human Digitization with High-Fidelity Textures

Developed a monocular 3D human reconstruction method that jointly recovers detailed geometry and coherent full-body textures from a single image. Uses part-wise geometry estimation and side-view decoupled transformers.

### A Modular Unix-like Shell with Full Parsing and Execution Pipeline

Designed and implemented a Unix-like shell from scratch, featuring lexical analysis, recursive-descent parsing, AST-based execution, etc. The project emphasizes system-level process control, and extensible shell tools inspired by POSIX shells.

### MIPS CPU: RTL Implementation of a Pipelined Processor

Designed and implemented a five-stage MIPS pipeline CPU in Verilog with full data forwarding and hazard control, enabling stall-free execution for most data dependencies.

Others: Github

## Research and Industry Experience

---

X Humanoid (Beijing Humanoid Robot Innovation Center), Research Intern, Advisor: Pei Ren 2024

## Skills

---

Python, PyTorch, Java, C/C++, MATLAB