Runze Zhang
M.S. Computer Science
Shenzhen University

Runze Zhang (张润泽) is a third-year Master's student at the VCC of Shenzhen University, advised by Prof. Hui Huang. His research interests focus on building interactive and realistic virtual worlds (Sword Art Online).

EDUCATION

Shenzhen University   Shen Zhen
M.sc. in Computer Science   *Sept. 2022 – Jun 2025 (expected)*

Hebei University of Technology   Tian Jin
B.sc. in Road Bridge and River Crossing Engineering   *Sept. 2018 – Jun 2022*

INTERNSHIP EXPERIENCE

Tencent   May. 2024 – Sept. 2024 (expected)
Application Researcher   *NanShan, SZ*
- Perform geometric optimization on the car models in the PRacing game.

PUBLICATIONS

Architectural Co-LOD Generation   ACM Transactions on Graphics (SIGA 2024)
runze Zhang, *shanshan Pan, chenlei Lv, minglun Gong, hui Huang*

ArcPro: Architectural Programs for Structured 3D Abstraction of Sparse Points   CVPR 2025
qirui huang, ***runze Zhang***, *minglun gong, richard(hao) Zhang, hui Huang*

Building LOD Representation for 3D Urban Scenes   ISPRS
shanshan Pan, ***runze Zhang***, *yilin Liu, minglun Gong, hui Huang*

AWARDS & SKILLS

- Shenzhen University National Scholarship
- The Chinese Mathematics Competitions (CMC) Provincial First Prize (Rk.17).
- CET-6 with a score of 540.
- C++, Python, Latex.

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