# JIAPENG TANG

Department of Informatics, Boltzmannstraße 3, 85748 Garching, Germany Birth:  $10.03.1997 \diamond (+49)015783512283 \diamond tangjiapengtjp@gmail.com <math>\diamond$  jiapeng.tang@tum.de

#### **EDUCATION**

**Technical University of Munich** 

Nov. 2021 - Present

Ph.D. of Informatics

Supervisor: Prof. Matthias Nießner

South China University of Technology

Sep. 2018 - Jun. 2021

Master of Signal and Information Processing

South China University of Technology

Sep. 2014 - Jun. 2018

GPA: 3.84/4.0

Bachelor of Engineering, Information Engineering (Elite Class)

#### RESEARCH INTERESTS

Neural fields, Diffusion models, 3D object/scene generation and reconstruction

Face/Head reconstruction and tracking, Photo-realistic avatar reconstruction

Shape deformation, Non-rigid tracking and reconstruction

Novel view synthesis, Neural radiance field, Gaussian Splatting

#### **EXPERIENCE**

# The Chinese University of Hong Kong, Shenzhen

Jul. 2018 - Sep. 2018

Summer Research Intern, Supervised by Prof. Xiaoguang Han

# DAMO Academy, Alibaba Group

Research Intern, Supervised by Prof. Lei Zhang

May 2020 - Oct. 2021

#### **PUBLICATIONS**

- \* Joint first author # Corresponding author
- J. Tang, A. Dai, Y. Nie, L. Markhasin, J. Thies, M. Nießner. DPHMs: Diffusion Parametric Head Models for Depth-based Tracking. CVPR 2024.
- W. Cao\*, C. Luo\*, B. Zhang, M. Nießner, J. Tang<sup>#</sup>. Motion2VecSets: 4D Latent Vector Set Diffusion for Non-rigid Shape Reconstruction and Tracking. CVPR 2024, supervising master thesis project.
- J. Tang, Y. Nie, L. Markhasin, A. Dai, J. Thies, M. Nießner. DiffuScene: Denoising Diffusion Probabilistic Model for Generative Indoor Scene Synthesis. CVPR 2024.
- B. Zhang, J. Tang, M. Nießner, P. Wonka. 3DShape2VecSet: A 3D Shape Representation for Neural Fields and Generative Diffusion Models. (SIGGRAPH 2023, Journal Track).
- J. Lei, J. Tang, Kui Jia. RGBD<sup>2</sup>: Generative Scene Synthesis via Incremental View Inpainting using RGBD Diffusion Models The IEEE Conference on Computer Vision and Pattern Recognition (CVPR 2023).

- J. Tang, L. Markhasin, B. Wang, J. Thies, M. Nießner. Neural Shape Deformation Priors, Neural Information Processing Systems (NeurIPS 2022), Spotlight presentation.
- X. Yu, J. Tang, Y. Qin, C. Li, L. Bao, X. Han, and S. Cui. PVSeRF: Joint Pixel-, Voxel-and Surface-Aligned Radiance Field for Single-Image Novel View Synthesis, ACM International Conference on Multimedia (MM), 2022.
- J. Tang, J. Lei, D. Xu, F. Ma, K. Jia, and L. Zhang. SA-ConvONet: Sign-Agnostic Optimization of Convolutional Occupancy Networks, International Conference on Computer Vision (ICCV), 2021, Oral presentation, 3.4%.
- J. Tang\*, X. Han\*, M. Tan, X. Tong and K. Jia. SkeletonNet: A Topology-Preserving Solution for Learning Mesh Reconstruction of Object Surfaces from RGB Images, IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI), 2021.
- J. Tang, D. Xu, K. Jia, and L. Zhang. Learning Parallel Dense Correspondence from Spatio-Temporal Descriptors for Efficient and Robust 4D Reconstruction. The IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2021.
- J. Pan, X. Han, W. Chen, **J. Tang** and K. Jia. Deep Mesh Reconstruction from Single RGB Images via Topology Modification Networks, International Conference on Computer Vision (**ICCV**), 2019.
- J. Tang\*, X. Han\*, J. Pan K. Jia and X. Tong. A Skeleton-bridged Deep Learning Approach for Generating Meshes of Complex Topologies from Single RGB Images. The IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2019, Oral presentation, Best paper final lists, 0.8%.

#### PROFESSIONAL SERVICES

Conference Reviewer: CVPR 2021, ICCV 2021, CVPR 2022, CVPR 2023, ICCV 2023, NeurIPS 2023, CVPR 2024.

Journal Reviewer: Transactions on Image Processing (TIP), Transactions on Visualization and Computer Graphics (TVCG), Transactions on Pattern Analysis and Machine Intelligence (TPAMI)

## AWARDS

South China University of Technology Scholarship

2015-2020

Merit Student of South China University of Technology

2015-2017

### SKILLS AND INTERESTS

Language: Native in Chinese (Mandarin), Fluent in English.

Programming Language: Python, C/C++, Cuda, Matlab, LATEX

Deep Learning Platform: PyTorch, TensorFlow

Sports: Basketball, Table tennis, Running, Swimming, and Hiking.

## **OTHERS**

For more information, please visit my website at: https://tangjiapeng.github.io.