

HAN LIANG

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ABOUT ME

I'm now a Ph.D. student at [VRVC Lab, ShanghaiTech University](#), working with [Prof. Lan Xu](#) and [Prof. Jinyi Yu](#) on digital humans. Prior to that, I obtained my B.E. in software engineering from [UESTC](#).

My research focuses on the intersection of graphics, vision, and robotics, especially digital humans and embodied AI. My ultimate aspiration is to realize human-centered embodied AI agents that liberate us human beings from the tedious and heavy work.

I expect to defend my Ph.D. in 2025, and I'm now actively looking for intern and full-time positions. I'm also open to any opportunities for cooperation and discussions. If you are interested, please don't hesitate to contact me.

RESEARCH INTERESTS

Fields: Computer Vision, Graphics, Robotics

Topics: Behavior analysis, LLM for robotics, Embodied agents

EDUCATION

ShanghaiTech University

Ph.D. in Computer Science

Sep 2020 - 2025 (expected)

Advisor: Prof. Lan Xu & Prof. Jinyi Yu

University of Electronic Science and Technology of China

B.E. in Software Engineering

Sep 2014 - Jun 2018

Rank 7/134 *Advisor: Prof. Qiao Liu*

SELECTED PUBLICATIONS ([COMPLETE LIST](#))

- [1] **Media2Face: Co-speech Facial Animation Generation With Multi-Modality Guidance**
Qingcheng Zhao, Pengyu Long, Qixuan Zhang, Dafei Qin, **Han Liang**, Longwen Zhang, Jinyi Yu, Lan Xu
ACM SIGGRAPH, 2024
- [2] **OMG: Towards Open-vocabulary Motion Generation via Mixture of Controllers**
Han Liang, Jiacheng Bao, Ruichi Zhang, Sihan Ren, Sibe Yang, Xin Chen, Jinyi Yu, Lan Xu
IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2024
- [3] **InterGen: Diffusion-based Multi-human Motion Generation under Complex Interactions**
Han Liang, Wenqian Zhang, Wenxuan Li, Jinyi Yu, Lan Xu
International Journal of Computer Vision (IJCV), 2024
- [4] **HybridCap: Inertia-aid monocular capture of challenging human motions**
Han Liang, Yannan He, Chengfeng Zhao, Mutian Li, Jingya Wang, Jinyi Yu, Lan Xu
*AAAI Conference on Artificial Intelligence (AAAI), 2023 *Oral**
- [5] **LiDAR-aid Inertial Poser: Large-scale Human Motion Capture by Sparse Inertial and LiDAR Sensors**
Yiming Ren, Chengfeng Zhao, Yannan He, Peishan Cong, **Han Liang**, Jinyi Yu, Lan Xu, Yuexin Ma
IEEE Transactions on Visualization and Computer Graphics (TVCG), 2023
- [6] **ChallenCap: Monocular 3d capture of challenging human performances using multi-modal references**
Yannan He, Anqi Pang, Xin Chen, **Han Liang**, Minye Wu, Yuexin Ma, Lan Xu
*IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2021 *Oral**

AWARDS

National Doctorial Scholarship	2024
National Encouragement Scholarship	2016

EXPERIENCE

DGene Inc. Research Intern	Jun 2021 - May 2022 <i>Supervisor: Dr. Yingliang Zhang</i>
Dilusense Inc. 3D Vision R&D	Jul 2018 - Jun 2020 <i>Supervisor: Prof. Juyong Zhang</i>
Graphics&Geometric Computing Laboratory, USTC Visiting Student	Oct 2017 - Jun 2018 <i>Supervisor: Prof. Ligang Liu</i>

PROJECTS

- [1] **Monocular Full-body Mocap for Real-time Streaming.** Achieving fine-grained capture of the upper body, face, and hands using a single camera. The system has been integrated into the Bilibili Live streaming pipeline. ([Demo](#))
- [2] **Sparse-view Real-time Full-body Mocap System.** We propose a lightweight real-time markerless mocap system. With even only three consumer-grade web cameras, the system achieves closing industry-level accuracy. This system is now integrated into the BiliBili virtual Live mocap pipeline. ([Demo](#))
- [3] **NIR+VIS+Depth Multi-modal 3D Face Recognition System.** A method based on a latent variable model was proposed, and the recognition top-1 hit ratio of 1:0.5 million closed-set tests was improved from 91.62% to 96.37%. This system has been applied to the Zhuhai-HongKong-Macao Bridge national project and railway stations in Hefei, Urumqi, and other cities.

PROFESSIONAL SERVICES

Conference reviewer

ICCV, AAAI, CVPR, WACV

TEACHING

Teaching Assistance

CS280 Deep Learning

Instructor: Prof. Xuming He & Prof. Lan Xu

CS283 Robotics

Instructor: Prof. Laurent Kneip & Prof. Sören Schwertfeger

SKILLS

Programming Languages

Python (Pytorch, Pyrender, RL games, Issac gym, and so on.)

C++ (OpenCV, CUDA, and so on.)

Softwares

Visual Studio, Pycharm, Jupyter Notebook, Latex

Unity, Blender, Maya

Adobe Photoshop, Premiere