DINGXI ZHANG

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EDUCATION

ETH Zurich | Dept. Computer Sciences **Zurich, Switzerland**
Master of Computer Science Sep 2024 - Jun 2026 (expected)

- Excellence Scholarship & Opportunity Programme

University of Chinese Academy of Science | Dept. Computer Sciences **Beijing, China**
Bachelor of Computer Science Sep 2020 - Jun 2024

- Overall GPA: 3.97/4.00(1/126) Major GPA: 3.96/4.00(1/126)
- National Scholarship & Outstanding Graduate Student & Outstanding Thesis Awards.

Massachusetts Institute of Technology | Dept. EECS **Cambridge, MA, USA**

- Exchange student (GPA: 5.0/5.0) Feb 2023 - May 2023

Brown University | Dept. Computer Sciences **Providence, RI, US**
Visiting student (Host: Interactive 3D Vision & Learning Lab) Jun 2023 - Oct 2023

PUBLICATION & MANUSCRIPTS

[1] Xiao-Juan Li, **Dingxi Zhang**, Shu-Yu Chen, Feng-Lin Liu; Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR), 2024, pp. 7538-7547. paper link

[2] **Dingxi Zhang** and Artem Lukoianov. Towards Efficient Local 3D Conditioning. In *SIGGRAPH Asia 2023 Posters*. https://doi.org/10.1145/3610542.3626151. paper link

[3] **Dingxi Zhang**, Yujie Yuan, Zhuoxun Chen, Fanglue Zhang, Zhenliang He, Shiguang Shan, Lin Gao. StylizedGS: Controllable stylization for 3D Gaussian Splatting. paper link

[4] Mengying Lin, Shugao Liu, **Dingxi Zhang**, Yaran Chen, Haoran Li, Dongbin Zhao. Advancing Object Goal Navigation through LLM-enhanced Object Affinities Transfer. paper link

[5] Rao Fu*, **Dingxi Zhang***, Alex Jiang, Wanjia Wu, Daniel Ritchie, Srinath, Sridhar. GigaHands: A Massive Annotated Dataset of Human Bimanual Activities.

RESEARCH EXPERIENCE

3D Vision and Graphics

Image-to-4D Synthesis for Character Animation **VAST; UCAS**
Guide: Dr. Yanpei Cao, Prof. Lin Gao Aug 2024 - Now

- Generate consistent and controllable 4D character based on diffusion model.

Stroke-based Facial Appearance Editing in NeRF **Institute of Computing Technology, CAS**
Guide: Prof. Lin Gao Sep 2023 - Nov 2023

- Successfully propose a novel stroke-based 3D facial NeRF editing method to achieve effective and precise appearance changes while greatly preserving the original geometry.
- Finishing a technical paper as the second author and was published on CVPR 2024.

Controllable stylization for 3D Gaussian Splatting **Institute of Computing Technology, CAS**
Guide: Prof. Lin Gao, Prof. Shiguang Shan Dec 2023 - Jan 2024

- Successfully propose a novel 3D neural style transfer framework with adaptable control over perceptual factors based on 3D Gaussian Splatting representation.
- Finishing a technical paper as the first author and the paper is under review by TPAMI.

Human Bimanual Manipulation Benchmark **Brown University**

Guide: Prof. Srinath Sridhar, Prof. Daniel Ritchie Jul 2023-Present

- Successfully proposed a diffusion-based text-conditioned generative model for hand motion domain and a 3D hand motion dataset for many generation tasks.
- Finishing a technical paper as the first author and the paper is submitted to CVPR 2025.

Towards Efficient Local 3D Conditioning **MIT CSAIL**

Guide: Prof. Vincent Sitzmann Mar 2023-Aug 2023

- Proposed an innovative locally conditioned approach for shape representation which importantly made use of weight-encoded neural networks.
- Finished a poster paper as the first co-author and it was published on SIGGRAPH Asia 2023.

Design for Synthetic Biology

Research on Genetically Engineered Machine **Insititute of Biophysics, CAS**

Guide: Prof. Jiangyun Wang

- (2022) FitYo: A Customized Meal Replacements Generator (Project | repo). A portable IoT machine to make meal replacement, an application for our machine & an entertaining science game and a convenient tool for creating wiki.
- (2021) Decaffi: Personalized Caffeine Intake Management Scheme Based on Synthetic Biology (Project | repo). An application Caffeine-monitor to assist users with obtaining a better handle on their caffeine intake amount and an online education platform iGEM EduHub

SELECTED AWARDS AND HONORS

Outstanding Graduate Student 2024

Outstanding Thesis Award 2024

National Scholarship (Awarded to 14 students in the whole school;) 2023

SenseTime Scholarship, SenseTime (30 undergraduate students across the country) 2022

First Prize Academic Scholarship, UCAS (top 1% students) 2021 & 2022 & 2023

National Undergraduate Mathematical Contest in Modeling, *Second Prize* 2022

International Genetically Engineered Machine Competition, *Sliver (2021) & Gold (2022) Award*

Merit Student of Beijing, Beijing (Each year the whole school selects two) 2022

Undergraduate Role Models, UCAS (2 out of 400 students) 2022

International Mathematical Contest In Modeling, *Honorable Mentioned* 2022

Peak Cup Robot Competition - Model Photoelectric Race, First Prize, Tsinghua University 2018

TEACHING EXPERIENCE

Teaching Instructor for *Python Language Learning for iGEM* Apr 2022 - Jul 2022

Teaching Assistant for *Computer Graphics* Sep 2023 - Feb 2024

Support education teacher, science popularization for children Sep 2023 - Jun 2024

LEADERSHIP

- Minister of Cooperation Center of Student Union of UCAS (Aug 2021-Jul 2023)
- Team vice captain and software team leader in UCAS iGEM team (Dec 2021 - Dec 2022)

ADDITIONAL SKILLS

Programming: Python(proficient), C/C++, Matlab, Latex, HTML, CSS, Javascript, Verilog

Tools: PyTorch, TensorFlow, OpenGL, Vim, Git, Docker, PyGame

Software: Premiere Pro, Adobe Photoshop, After Effects, Indesign, Illustrator, Origin, Blender, Vivado

Language: Native in Mandarin; fluent in English (C1/IELTS 7.5)