

YANG ZHENG

Stanford ◊ CA, United States

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EDUCATION

Stanford University, CA, United States

Sep 2022 - Present

Ph.D. in Computer Science

Advisor: Prof. [Leonidas J. Guibas](#) and Prof. [Gordon Wetzstein](#)

Tsinghua University, Beijing, P.R.China

Aug 2018 - Jul 2022

B.Eng. in Automation

Minor in Psychology

Advisor: Prof. [Yebin Liu](#)

GPA: 3.92/4.0, Rank: Top 1%

EXPERIENCE

Adobe, San Francisco

Jun, 2025 – Now

Research Intern

Mentor: [Yifan Wang](#)

3DGS feedforward refinement via test-time training

Google AR, Los Angeles

Jun, 2024 – Jan, 2025

Student Researcher

Mentor: [Menglei Chai](#), [Delio Vicini](#), [Thabo Beeler](#)

Relightable human hair appearance modeling

PUBLICATIONS & MANUSCRIPTS

Conference Paper

1. **Alltracker: Efficient dense point tracking at high resolution**

Adam Harley et al.

ICCV 2025

[\[Paper\]](#)[\[Project Page\]](#)

2. **Interspatial Attention for Efficient 4D Human Video Generation**

Ruizhi Shao, Yinghao Xu, Yujun Shen, Ceyuan Yang, **Yang Zheng**, Changan Chen, Yebin Liu,

Gordon Wetzstein

SIGGRAPH 2025

[\[Paper\]](#)[\[Project Page\]](#)

3. **GroomLight: Hybrid Inverse Rendering for Relightable Human Hair Appearance Modeling**

Yang Zheng, Menglei Chai, Delio Vicini, Yuxiao Zhou, Yinghao Xu, Leonidas Guibas, Gordon Wetzstein, Thabo Beeler

CVPR 2025

[\[Paper\]](#)[\[Project Page\]](#)

4. **AIpparel: A Multimodal Foundation Model for Digital Garments**

Kiyohiro Nakayama*, Jan Ackermann*, Timur Levent Kesdogan*, **Yang Zheng**, Maria Korostel-eva, Olga Sorkine-Hornung, Leonidas J Guibas, Guandao Yang, Gordon Wetzstein

CVPR 2025

[\[Paper\]](#)[\[Project Page\]](#)

5. **PhysAvatar: Learning the Physics of Dressed 3D Avatars from Visual Observations**
Yang Zheng*, Qingqing Zhao*, Guandao Yang, Wang Yifan, Donglai Xiang, Florian Dubost, Dmitry Lagun, Thabo Beeler, Federico Tombari, Leonidas J. Guibas, Gordon Wetzstein.
 ECCV 2024
[\[Paper\]](#)[\[Project Page\]](#)
6. **Inferring Hybrid Neural Fluid Fields from Videos**
 Koven Yu*, **Yang Zheng***, Yuan Gao, Yitong Deng, Bo Zhu, Jiajun Wu
 NeurIPS 2023
[\[Paper\]](#)[\[Project Page\]](#)
7. **PointOdyssey: A Large-Scale Synthetic Dataset for Long-Term Point Tracking**
Yang Zheng, Adam W. Harley, Bokui Shen, Gordon Wetzstein, Leonidas J. Guibas.
ICCV 2023, Oral
[\[Paper\]](#)[\[Project Page\]](#)[\[Code\]](#)
8. **Gimo: Gaze-informed human motion prediction in context**
Yang Zheng, Yanchao Yang, Kaichun Mo, Jiaman Li, Tao Yu, Yebin Liu, C. Karen Liu, Leonidas J. Guibas.
ECCV 2022
[\[Paper\]](#)[\[Project Page\]](#)[\[Code\]](#)
9. **Deepmulticap: Performance capture of multiple characters using sparse multiview cameras**
Yang Zheng*, Ruizhi Shao*, Yuxiang Zhang, Tao Yu, Zerong Zheng, Yebin Liu.
ICCV 2021
[\[Paper\]](#)[\[Project Page\]](#)[\[Code\]](#)

Manuscripts

1. **SplatPainter: Interactive Authoring of 3D Gaussian Assets from 2D Edits via Test-time Training**
In submission.

HONORS & AWARDS

- **2025 Qualcomm Innovation Fellowship Finalists**
- **2021 SenseTime Scholarship** (Scholarship for excellent Chinese undergraduates, 31 students awarded)
- **2021 Changtong Scholarship** (Highest scholarship for seniors in the Dept. of Automation, 0.1%)
- **2020 Jiang Nanxiang Scholarship** (Highest scholarship for juniors in Tsinghua, 0.1%)
- **2019 National Scholarship** (Highest scholarship given by the government of China, < 0.1%)

RESEARCH INTEREST

Fields	3D Vision, Graphics
Methods	Deep Learning, Neural Networks, Large Models

TECHNICAL SKILLS

Programming languages	Python, Javascript, C++
Frameworks & Tools	PyTorch, Tensorflow, Blender, Houdini, Unreal Engine, etc.