

Zhiyang (Frank) Dou

✉ frankdou@mit.edu

🌐 people.csail.mit.edu/frankzydou

📍 MIT CSAIL, 32 Vassar St, Cambridge, MA 02139

RESEARCH OVERVIEW

I am a Ph.D. student at the **Massachusetts Institute of Technology (MIT)**, advised by Prof. Wojciech Matusik at the Computer Science and Artificial Intelligence Laboratory (CSAIL), affiliated with the Computational Design & Fabrication Group and the Computer Graphics Group. I received my M.Phil. from **The University of Hong Kong (HKU)**, advised by Prof. Wenping Wang and Prof. Taku Komura, and my B.Eng. (Honors) from **Shandong University**. I was also a visiting student at the **University of Pennsylvania** (Graphics Lab & GRASP Lab).

Research Interests: Simulation (Physics-based & Cognitive/Psychological) · Robotics · Physical AI · Computer Graphics (Character Animation; Geometric Computing) · Human Behavior Analysis (Capture; Modeling & Simulation)

EDUCATION

Massachusetts Institute of Technology	Cambridge, MA, USA
<i>Ph.D. in Computer Science</i> <i>Advisor: Prof. Wojciech Matusik</i>	<i>Aug. 2025 – Present</i>
University of Pennsylvania	Philadelphia, PA, USA
<i>Visiting Student — Graphics Lab & GRASP Lab</i> <i>Advisor: Prof. Lingjie Liu</i>	<i>Oct. 2023 – Mar. 2025</i>
The University of Hong Kong	Hong Kong, SAR
<i>M.Phil. in Vision & Graphics</i> <i>Advisors: Prof. Wenping Wang & Prof. Taku Komura</i>	<i>Aug. 2020 – Jul. 2025</i>
Shandong University	Jinan & Qingdao, China
<i>B.Eng. in Computer Science (Honors)</i> <i>Advisor: Prof. Shiqing Xin</i>	<i>Sep. 2016 – Jun. 2020</i>

SELECTED PUBLICATIONS

*Equal Contribution †Corresponding Author

Physics-Based Simulation & Agent Control

- [40] **Z. Dou**, M. Guo, H. Wu, D. Roble, T. Stuyck, W. Matusik, “RigidFormer: Learning Rigid Dynamics using Transformers,” **NeurIPS 2026**.
- [39] **Z. Dou**, J. Onyemelukwe, H. Zhang, H. Zhang, M. Guo, Y. Tian, M. Lipiec, J. Jacob, C. Liu, P.Y. Chen, Y. Ivanov, W. Matusik, “NeuralActuator: Neural Actuation Modeling for Robot Dynamics and External Force Perception,” **Robotics: Science and Systems (RSS) 2026**. [\[Outstanding Systems Paper Award\]](#)
- [38] **Z. Dou**, Y.R. Song, Y. Ma, W. Ye, P. Ye, S. Xu, J.X. Liu, K. Zhou, C. Gan, T. Komura, P.P. Liang, W. Matusik, “Hear-to-Act: Spatial Audio-Guided Robot Control on Humanoid and Manipulator Platforms,” **RSS 2026 Workshop Paper: FPA and RoboData**.
- [37] **Z. Dou***, J. Lu*, B. Yu*, Z. Cao, C. Lin, Y. Liu, T. Komura, “Robot Skill Puzzles: Decentralized Skill Priors for Humanoid–Environment Interaction,” **RSS 2026 Workshop Paper: SemRob, WCBM, and FM4RoboPlan**.
- [36] Y. Zhu, R. Yu, Y. Wang, A. Xue, Q. Sun, Q. Huang, X. Zhu, **Z. Dou**, Y. Ma, “Scaling Whole-Body Loco-Manipulation through Compositional Data Synthesis,” **NeurIPS 2026**.
- [35] **Z. Dou***, C. Peng*, X. Lu, X. Ye, L. Fang, Y. Liu, W. Wang, C. Gan, L. Liu, T. Komura, “CFC: Simulating Character-Fluid Coupling using a Two-Level World Model,” **ACM Transactions on Graphics (SIGGRAPH Asia 2025)**.
- [34] L. Pan, Z. Yang, **Z. Dou**, W. Wang, B. Huang, B. Dai, T. Komura, J. Wang, “TokenHSI: Unified Synthesis of Physical Human-Scene Interactions through Task Tokenization,” **CVPR 2025**. [\[Oral\]](#)
- [33] Y. Huang, **Z. Dou**, L. Liu, “ModSkill: Physical Character Skill Modularization,” **ICCV 2025**.
- [32] W. Wang, L. Pan, **Z. Dou**, Z. Liao, Y. Lou, L. Yang, J. Wang, T. Komura, “SIMS: Simulating Human-Scene Interactions with Real World Script Planning,” **ICCV 2025**.
- [31] C. Chen, **Z. Dou**, C. Wang, Y. Huang, A. Chen, Q. Feng, J. Gu, L. Liu, “Vid2Sim: Generalizable, Video-based Reconstruction of Appearance, Geometry and Physics for Mesh-free Simulation,” **CVPR 2025**.
- [30] Y. Wu*, **Z. Dou***, Y. Ishiwaka, S. Ogawa, Y. Lou, W. Wang, L. Liu, T. Komura, “CBIL: Collective Behavior Imitation Learning for Fish from Real Videos,” **ACM Transactions on Graphics (SIGGRAPH Asia 2024)**.
- [29] **Z. Dou**, X. Chen, Q. Fan, T. Komura, W. Wang, “C·ASE: Learning Conditional Adversarial Skill Embeddings for Physics-based Characters,” **SIGGRAPH Asia 2023**.

Motion Synthesis, Capture & Analysis

- [28] P. Phurtivilai, **Z. Dou†**, Y. Wu, K. Chu, Y. Liu, L. Yang, W. Wang, T. Komura†, “TrackFish3D: Self-Supervised 3D Tracking of Schooling Fish from Multi-view Videos,” **NeurIPS 2026**.

- [27] H. Yang, **Z. Dou**[†], Z. Gu, C. Lin, W. Wang, Y. Liu, T. Komura[†], “TKCAM: Text and Keyframe to Camera Trajectory Generation,” **NeurIPS 2026**.
- [26] Z. Cao*, Q. Wu*, **Z. Dou**[†], R. Xu, Y. Liu, J. Fernandez-Marques, N.D. Lane, T. Komura, W. Wang[†], “PCHMR: Empowering and Benchmarking Human Mesh Recovery in Privacy-Constrained Real-World Settings,” **Transactions on Machine Learning Research (TMLR 2026)**.
- [25] X. Cong*, Z. Li*, **Z. Dou**, H. Li, O. Taheri, C. Guo, A. Mittal, S. An, T. Komura, W. Matusik, M.J. Black, S. Sridhar, “UMO: Unified In-Context Learning Unlocks Motion Foundation Model Priors,” **ECCV 2026**.
- [24] S. Xu*, **Z. Dou**^{*†}, M. Shi, L. Pan, L. Ho, J. Wang, Y. Liu, C. Lin, Y. Ma, W. Wang[†], T. Komura[†], “MOSPA: Human Motion Generation Driven by Spatial Audio,” **NeurIPS 2025**. [[Spotlight](#)]
- [23] Q. Wu, **Z. Dou**, C. Guo, Y. Huang, Q. Feng, B. Zhou, J. Wang, L. Liu, “Text2Interact: High-Fidelity and Diverse Text-to-Two-Person Interaction Generation,” **ICLR 2026**.
- [22] Q. Wu, **Z. Dou**[†], S. Xu, S. Shimada, C. Wang, Z. Yu, Y. Liu, C. Lin, Z. Cao, T. Komura, V. Golyanik, C. Theobalt, W. Wang, L. Liu[†], “DICE: End-to-end Deformation Capture of Hand-Face Interactions from a Single Image,” **ICLR 2025**.
- [21] **Z. Dou**^{*}, Q. Wu*, C. Lin, Z. Cao, Q. Wu, W. Wan, T. Komura, W. Wang, “TORE: Token Reduction for Efficient Human Mesh Recovery with Transformer,” **ICCV 2023**.
- [20] W. Zhou, **Z. Dou**[†], Z. Cao, Z. Liao, J. Wang, W. Wang, Y. Liu, T. Komura, W. Wang, L. Liu, “EMDM: Efficient Motion Diffusion Model for Fast, High-Quality Human Motion Generation,” **ECCV 2024**.
- [19] W. Wan, **Z. Dou**, T. Komura, W. Wang, D. Jayaraman, L. Liu, “TLControl: Trajectory and Language Control for Human Motion Synthesis,” **ECCV 2024**.

Geometric Computing

- [18] **Z. Dou**^{*}, A. Zhao*, C. Peng, M. Guo, H. Wu, C. Lin, Y. Liu, J. Yao, X. Guo, W. Wang, W. Matusik, “S4R: Scaling for Rigid-Body Interpenetration Resolution,” **ACM Transactions on Graphics (SIGGRAPH Asia 2026)**.
- [17] **Z. Dou**, L. Iinbor, W. Matusik, “DSAD: Dynamic Soft Anisotropic Diagrams for Reduced-Order Video Representation,” **NeurIPS 2026**.
- [16] L. Iinbor, **Z. Dou**[†], W. Matusik[†], “Soft Anisotropic Diagrams for Differentiable Image Representation,” **ACM Transactions on Graphics (SIGGRAPH 2026)**.
- [15] Y. Dong*, H. Xin*, **Z. Dou**[†], R. Xu, Y. Liu, S. Chen, S. Xin, C. Tu[†], T. Komura, W. Wang, “KISSColor: Kinetic and Intuitive Stroke Stretching for Vector Drawing Colorization,” **ACM Transactions on Graphics (SIGGRAPH Asia 2025)**.
- [14] R. Xu, **Z. Dou**, N. Wang, S. Xin, X. Guo, W. Wang, “Globally Consistent Normal Orientation for Point Clouds by Regularizing the Winding-Number Field,” **ACM Transactions on Graphics (SIGGRAPH 2023)**. [[Best Paper Award](#)]
- [13] Z. Wang*, **Z. Dou**^{*}, R. Xu, C. Lin, Y. Liu, X. Long, S. Xin, T. Komura, X. Yuan, W. Wang, “Coverage Axis++: Efficient Inner Point Selection for 3D Shape Skeletonization,” **Computer Graphics Forum (SGP 2024)**. [[Top Viewed Article in CGF 2024](#)]
- [12] **Z. Dou**, C. Lin, R. Xu, L. Yang, S. Xin, T. Komura, W. Wang, “Coverage Axis: Inner Point Selection for 3D Shape Skeletonization,” **Computer Graphics Forum (EUROGRAPHICS 2022)**. [[Top Cited Article in CGF 2022–2023](#)]
- [11] **Z. Dou**, S. Xin, R. Xu, J. Xu, Y. Zhou, S. Chen, W. Wang, X. Zhao, C. Tu, “Top-Down Shape Abstraction Based on Greedy Pole Selection,” **IEEE Transactions on Visualization and Computer Graphics (2021)**.

3D Shape Generation & Scene Reconstruction

- [10] J. Lu*, T. Huang*, P. Li, **Z. Dou**, C. Lin, Z. Cui, Z. Dong, S. Yeung, W. Wang, Y. Liu, “Align3R: Aligned Monocular Depth Estimation for Dynamic Videos,” **CVPR 2025**. [[Highlight](#)]
- [9] Y. Yang, X. Long, **Z. Dou**, C. Lin, Y. Liu, Q. Yan, Y. Ma, H. Wang, Z. Wu, W. Yin, “Wonder3D++: Cross-domain Diffusion for High-fidelity 3D Generation from a Single Image,” **IEEE Transactions on Pattern Analysis and Machine Intelligence (2025)**.
- [8] Z. Wang, **Z. Dou**[†], Y. Liu, C. Lin, X. Dong, Y. Guo, C. Zhang, X. Li, W. Wang, X. Guo[†], “WonderHuman: Hallucinating Unseen Parts in Dynamic 3D Human Reconstruction,” **IEEE Transactions on Visualization and Computer Graphics (2025)**.
- [7] Z. Yu*, **Z. Dou**^{*}, X. Long, C. Lin, Z. Li, Y. Liu, N. Müller, T. Komura, M. Habermann, C. Theobalt, X. Li, W. Wang, “Surf-D: High-Quality Surface Generation for Arbitrary Topologies using Diffusion Models,” **ECCV 2024**.
- [6] J. Wang, Y. Liu, **Z. Dou**, Z. Yu, Y. Liang, X. Li, W. Wang, R. Xie, L. Song, “Disentangled Clothed Avatar Generation from Text Descriptions,” **ECCV 2024**.
- [5] X. Long*, Y. Guo*, C. Lin, Y. Liu, **Z. Dou**, L. Liu, Y. Ma, S. Zhang, M. Habermann, C. Theobalt, W. Wang,

“Wonder3D: Single Image to 3D using Cross-Domain Diffusion,” **CVPR 2024**. [\[Highlight\]](#)

LLM Reasoning

- [4] J. Lu, **Z. Dou**, H. Wang, Z. Cao, J. Dai, Y. Wan, Z. Guo, “AutoPSV: Automated Process-Supervised Verifier,” **NeurIPS 2024**.

Human Behavior Analysis

- [3] Y. Guo*, **Z. Dou***, N. Zhang, X. Liu, B. Su, Y. Li, Y. Zhang, “Student Close Contact Behavior and COVID-19 Transmission in China’s Classrooms,” **PNAS Nexus 2023**. [\[EurekAlert! Press Release\]](#)
- [2] N. Zhang, X. Liu, S. Gao, B. Su, **Z. Dou**[†], “Popularization of High-Speed Railway Reduces the Infection Risk via Close Contact Route during Journey,” **Sustainable Cities and Society 2023**.
- [1] N. Zhang, L. Liu, **Z. Dou**, X. Liu, X. Yang, Y. Guo, S. Gu, Y. Li, H. Qian, J. Wei, “Close Contact Behaviors of University and School Students in 10 Typical Indoor Environments,” **Journal of Hazardous Materials 2023**.
- [0] X. Liu*, **Z. Dou***, L. Wang, B. Su, T. Jin, Y. Guo, J. Wei, N. Zhang, “Close Contact Behavior-based COVID-19 Transmission and Interventions in a Subway System,” **Journal of Hazardous Materials 2022**.

AWARDS & HONORS

Outstanding Systems Paper Award — Robotics: Science and Systems (RSS) 2026	Jun. 2026
Rising Star Award for Spatial Intelligence Finalist — CVPR E2E3D	Jun. 2026
Hasso Plattner Fellow — MIT & Hasso Plattner Institute	May 2026
Top Viewed Article (2024) — <i>Computer Graphics Forum</i>	May 2026
Meshy Fellowship Finalist — Meshy	Feb. 2025
Top Cited Article (2022–2023) — <i>Computer Graphics Forum</i>	Jul. 2024
Best Paper Award — ACM SIGGRAPH 2023	Aug. 2023
Fast-Forward Attendees Award, 2nd Place — EUROGRAPHICS 2022	Apr. 2022
Postgraduate Scholarship — The University of Hong Kong	Oct. 2020
National Scholarship (top 0.2%) — Ministry of Education of China	Oct. 2019
Presidential Scholarship (top 30 university-wide) — Shandong University	Dec. 2018
National Scholarship (top 0.2%) — Ministry of Education of China	Oct. 2018
Meritorious Winner — International Mathematical Modeling Contest (MCM & ICM)	2018, 2019
National First Prize & Best Paper (rank 8/38,573 teams) — National Mathematical Modeling Contest	2018
National First Prize (top 1%) — National Collegiate Mathematical Modeling Contest	2019

INVITED TALKS & PRESENTATIONS

- **Apr. 2026.**
Towards Unified Neural Systems for Robotics, *Amazon Robotics*.
CFC: Simulating Character-Fluid Coupling using a Two-Level World Model, *ROBOTION*.
- **Mar. 2026.**
MOSPA: Human Motion Generation Driven by Spatial Audio, *AI/ML and Computer Vision Meetup (Voxel51)*.
- **Jul. 2025.**
From Static 3D Geometry to Dynamic 4D Contents: Analysis, Recovery, and Generation, *China Society of Image and Graphics*.
Physics-based Character Animation and Simulation Platform (on behalf of HKU CGVU Lab), *ChinaSI*.
On Efficient, Controllable, and Physically Plausible Motion Synthesis, *University of Science and Technology of China*.
Physics-based Motion Control, *University of Science and Technology of China*.
On Efficient, Controllable, and Physically Plausible Motion Synthesis, *Zhejiang University*.
- **Jun. 2025.**
From Static 3D Geometry to Dynamic 4D Contents: Analysis, Recovery, and Generation, *VALSE*.
- **May. 2025.**
Toward Fully Automated 4D Content Creation: Challenges and Future Directions, *Stealth Startup*.
Principles and Practices for Efficient, Controllable, and Physically Plausible Motion Synthesis, *MiHoYo*.
On Efficient, Controllable, and Physically Plausible Motion Synthesis, *The Hong Kong Polytechnic University*.

On Efficient, Controllable, and Physically Plausible Motion Synthesis, *Stealth Startup*.

From Static 3D Geometry to Dynamic 4D Contents: Analysis, Recovery, and Generation, *EUROGRAPHICS Doctoral Consortium*.

- **Apr. 2025.**

Human-Centric Spatial AI for Close Contact Behavior Analysis, *Beijing University of Technology*.

On Efficient, Controllable, and Physically Plausible Motion Synthesis, *Shandong University*.

From Static 3D Geometry to Dynamic 4D Contents: Analysis, Recovery, and Generation, *Beijing Academy of Artificial Intelligence (BAAI)*.

- **Mar. 2025.**

Human-Centric Spatial AI for Close Contact Behavior Analysis, *Beijing University of Technology*.

- **Feb. 2025.**

World Models for Physical Agent Control, *Honda Research (GRASP Lab Visit, University of Pennsylvania)*.

On Efficient, Controllable, and Physically Plausible Motion Synthesis, *Technion – Israel Institute of Technology*.

- **Dec. 2024.**

On Efficient, Controllable, and Physically Plausible Motion Synthesis, *NVIDIA*.

Towards a Universal Motion Foundation Model, *Stealth Startup*.

- **Oct. 2024.**

On Efficient, Controllable, and Physically Plausible Motion Synthesis, *Meta*.

Research Sharing, *Shandong University*.

Addressing the Challenge of Data Scarcity in Motion Synthesis, *Shanghai AI Lab*.

On Efficient, Controllable, and Physically Plausible Motion Synthesis, *ShanghaiTech University*.

On Efficient, Controllable, and Physically Plausible Motion Synthesis, *ChinaGraph*.

- **Aug. 2024.**

On Efficient, Controllable, and Physically Plausible Motion Synthesis, *MiHoYo*.

- **Apr. 2024.**

On the Readily Deployable System for Detecting Close Contact Behaviors, *Boeing*.

- **Dec. 2023.**

Shape Analysis, Recovery and Generation with Geometric and Topological Priors, *Stealth Startup*.

- **Nov. 2023.**

Geometric Computing – Medial Axis Transform and Normal Orientation for Point Clouds, *ShanghaiTech University*.

- **Oct. 2023.**

Scalable Skill Embeddings for Physics-based Characters, *Tencent Games*.

- **Jun. 2023.**

Robust and Efficient Vision Systems for Close Contact Behavior Analysis, *Beijing University of Technology*.

- **Feb. 2023.**

Scalable Skill Embeddings for Physics-based Characters, *Shandong University*.

- **Oct. 2022.**

On Efficient Hand-to-Surface Contact Estimation, *Boeing*.

TEACHING EXPERIENCE

Teaching Fellow — Building with AI	Fall 2026
<i>MIT Schwarzman College of Computing</i>	<i>Prof. Wojciech Matusik & Prof. Hanspeter Pfister</i>
Teaching Assistant — COMP3271 Computer Graphics	2023 – 2024
<i>The University of Hong Kong</i>	
Teaching Assistant — COMP3362 Hands-on AI: Experimentation and Applications	2021 – 2023
<i>The University of Hong Kong</i>	
Teaching Assistant — COMP2120 Computer Organization	2020 – 2021
<i>The University of Hong Kong</i>	
Teaching Assistant — Machine Learning (SD01331421)	2019 – 2020
<i>Shandong University</i>	

PROFESSIONAL SERVICE

Tutorial Organizer: 3D Human Motion Generation and Simulation Tutorial, ICCV 2025	2025
Workshop Organizer: How Real Is Real Enough? Physical Fidelity in Real2Sim for Robot Learning	

Workshop Organizer: Physical Systems for Science and Design

Program Committee & Evaluation Committee: Pacific Graphics (PG) 2026; CGI 2025;

2025–2026

Graphics Replicability Stamp

Reviewer (2021 – present):

Machine Learning: ICLR; ICML; NeurIPS; AAAI; Pattern Recognition; Neural Networks; ICONIP; FSDM; MLIS; NeurIPS.

Computer Graphics: SIGGRAPH; SIGGRAPH Asia; ACM TOG; EUROGRAPHICS; TVCG; PG; GM; CAD (CADJ); GMP; CG; CVM; CGI; SIGGRAPH Poster; Graphics Replicability Stamp.

Computer Vision: CVPR; ICCV; ECCV; 3DV; BMVC; TIP; TCSVT; TMM; ACM Multimedia; CVPRW; ECCVW.

Human Behavior Analysis: Sustainable Cities and Society (SCS).

Robotics: CoRL; RAL; RSSW.

RSS 2026 Workshops: FPA; WCBM; FM4RoboPlan.

Others: COMPUT J; Scientific (BrainSTEM@HKU).

MIT Ashdown House Officer (Coffee Hour)

2024 – 2025

Junior Resident Tutor, Graduate House, HKU

2021 – 2022

Co-founder, Open Interest Lab (IPLab), Shandong University (120+ members by 2022)

2018 – 2019

RESEARCH EXPERIENCE

Meta <i>Physical AI Research Scientist Intern</i> World Action Models for Robots & Policy Benchmarking.	Burlingame, CA, USA <i>Jun. – Aug. 2026</i>
Tencent Games <i>Research Intern</i> Large Motion Models.	Shenzhen, China <i>Jul. 2023 – Nov. 2023</i>
Tencent AI Lab <i>Research Intern</i> Physics-based Character Control.	Shenzhen, China <i>Apr. 2022 – Jun. 2023</i>
Computer Graphics Group, The University of Hong Kong <i>Research Assistant</i> Human Performance Capture.	Hong Kong, SAR <i>Jul. 2019 – Oct. 2019</i>
Interdisciplinary Research Center, Shandong University <i>Research Assistant (Part-time)</i> Geometry Processing.	Jinan, China <i>Mar. 2018 – Jun. 2019</i>

PATENTS

JP7786689	Collective Behavior Imitation Learning for Fish from Real Videos	2024
CN116959095A	Training Method, Device, Equipment, Storage Medium of Motion Prediction Model	2023
CN113111743A	Personnel Distance Detection Method and Device	2021

STUDENT MENTORSHIP (SINCE 2018)

Sorted alphabetically by last name.

- Jamie Zeyu Cao, University of Cambridge (BA), University of Cambridge (MS), University of Cambridge (PhD).
- Ryan Chaiyakul, University of California, Los Angeles (BS), University of California, Los Angeles (MS).
- Chuhao Chen, Tsinghua University (BEng), University of California San Diego (MS), University of Pennsylvania (RA, PhD).
- Yuxin Dai, Zhejiang A&F University (BEng), Texas A&M University (PhD).
- Anna Deng, Massachusetts Institute of Technology (BEng).
- Yiming Dong, Shandong University (BEng, MEng).
- Victor Yuming Feng, Imperial College London (BS).
- Yiming Huang, NYU Shanghai (BEng), University of Pennsylvania (MS & PhD).
- Harrison Liang, Massachusetts Institute of Technology (BEng).
- Xiyue Liu, Beijing University of Technology (BEng), Beijing University of Technology (MEng).
- Denghong Luan, University of Science and Technology of China (School of the Gifted Young), The University of Hong Kong (Exchange Student).
- Guanyao Mao, Fudan University (BS), Massachusetts Institute of Technology (Visiting Researcher), Carnegie Mellon University (MS).

- John Onyemelukwe, Massachusetts Institute of Technology (BEng).
- Sooa Park, The University of Hong Kong (BEng).
- Patt Phurtivilai, The University of Hong Kong (BEng).
- Huaijin Pi, Zhejiang University (BEng, MEng), The University of Hong Kong (PhD).
- Nithasree Somanathan, Ramaiah Institute of Technology (BEng), University of Pennsylvania (MS).
- Zilong Wang, The University of Texas at Dallas (PhD).
- Zixin Wang, University of Massachusetts at Amherst (MS).
- Akihisa Watanabe, Waseda University (BEng), Waseda University (Graduate Student).
- Peter Qingxuan Wu, University of Oxford (BA), University of Pennsylvania (MS).
- Yifan Wu, Yangzhou University (BS), Boston University (MS), The University of Hong Kong (RA), Tencent.
- Rui Xu, Shandong University (BEng), Shandong University (MEng), The University of Hong Kong (PhD).
- Shuyang Xu, The University of Hong Kong (BEng), The University of Hong Kong (MPhil).
- Haozhe Yang, The University of Hong Kong (BEng).
- Boyang Yu, Peking University (BS), The University of Hong Kong (PhD).
- Zhengming Yu, South China University of Technology (BEng), Texas A&M University (PhD).
- Hangxing Zhang, ShanghaiTech University (BEng), Harvard University (Visiting Undergrad).
- Libo Zhang, Tsinghua University (BEng & BS), Tsinghua University (PhD).
- Sarah Zhang, Massachusetts Institute of Technology (BS), Massachusetts Institute of Technology (MEng).
- Tingyang Zhang, Peking University (BS), Anuttacon.
- Wuqiang Zheng, University of Science and Technology of China (BS).
- Andy Wenyang Zhou, University of Cambridge (BA).