Zhiyang (Frank) Dou

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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
Ph.D. in Computer Science *Advisor: Prof. Wojciech Matusik* — *Aug. 2025 – Present*

University of Pennsylvania — Philadelphia, PA, USA
Visiting Student — Graphics Lab & GRASP Lab *Advisor: Prof. Lingjie Liu* — *Oct. 2023 – Mar. 2025*

The University of Hong Kong — Hong Kong, SAR
M.Phil. in Vision & Graphics *Advisors: Prof. Wenping Wang & Prof. Taku Komura* — *Aug. 2020 – Jul. 2025*

Shandong University — Jinan & Qingdao, China
B.Eng. in Computer Science (Honors) *Advisor: Prof. Shiqing Xin* — *Sep. 2016 – Jun. 2020*

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) — *Computer Graphics Forum*	**May 2026**
Meshy Fellowship Finalist — Meshy	**Feb. 2025**
Top Cited Article (2022–2023) — *Computer Graphics Forum*	**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

- **Nov. 2026.**
  To Scale or Not to Scale (guest lecture), *UCLA*.
- **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
MIT Schwarzman College of Computing *Prof. Wojciech Matusik & Prof. Hanspeter Pfister*

Teaching Assistant — COMP3271 Computer Graphics 2023 – 2024
The University of Hong Kong

Teaching Assistant — COMP3362 Hands-on AI: Experimentation and Applications 2021 – 2023
The University of Hong Kong

Teaching Assistant — COMP2120 Computer Organization 2020 – 2021
The University of Hong Kong

Teaching Assistant — Machine Learning (SD01331421) 2019 – 2020
Shandong University

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; Graphics Replicability Stamp **2025–2026**

Reviewer (2021 – present):

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

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; ICRA; 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 Burlingame, CA, USA

Physical AI Research Scientist Intern *Jun.–Aug. 2026*

- World Action Models for Robots & Policy Benchmarking.

Tencent Games Shenzhen, China

Research Intern *Jul. 2023 – Nov. 2023*

- Large Motion Models.

Tencent AI Lab Shenzhen, China

Research Intern *Apr. 2022 – Jun. 2023*

- Physics-based Character Control.

Computer Graphics Group, The University of Hong Kong Hong Kong, SAR

Research Assistant *Jul. 2019 – Oct. 2019*

- Human Performance Capture.

Interdisciplinary Research Center, Shandong University Jinan, China

Research Assistant (Part-time) *Mar. 2018 – Jun. 2019*

- Geometry Processing.

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).