

ZHIQI HUANG

FUKUOKA, JAPAN

EMAIL HOMEPAGE SCHOLAR GITHUB

RESEARCH INTERESTS

- 3D generation at the intersection of computer graphics and computer vision
 - Text-guided materials and simulation-ready 3D assets
 - World models and embodied intelligence in 3D environments
-

EDUCATION

Waseda University

Apr. 2025–Mar. 2027 (expected)

M.Phil. in Information Architecture

Fukuoka, Japan

- English-taught program
- GPA: 3.8 / 4.0
- Research focus: computer graphics, computer vision, and 3D generation, with growing interest in world models

Sun Yat-sen University

2017–2021

B.E. in Software Engineering

Guangzhou, China

- GPA: 3.7 / 4.0
-

PUBLICATIONS

SIE3D: Single-Image Expressive 3D Avatar Generation via Semantic Embedding and Perceptual Expression Loss 2026

IEEE ICASSP 2026 (Accepted)

- First Author, Corresponding Author
 - Authors: Zhiqi Huang, Dulongkai Cui, Jinglu Hu
 - A framework for generating text-controllable 3D avatars from a single image using semantic embedding fusion and perceptual expression supervision, with strong expression fidelity and identity preservation on consumer-grade GPUs.
 - Links: Project Page, Paper (arXiv:2509.24004), Code
-

MANUSCRIPTS UNDER REVIEW

First-author manuscript on text-guided PBR texturing for 3D meshes 2026

Currently under review

- First Author
- Text-guided PBR texture generation for 3D meshes aimed at simulation-ready assets.

INDUSTRY EXPERIENCE**4399 Games**

2023–2024

Senior Graphics Engineer

Guangzhou, China

- Led a 3–5 person rendering team and owned the rendering roadmap for *Era of Conquest* on mobile and PC.
- Drove graphics development for new projects including *Catch & Build: Land of Pals* across mobile, PC, and web.

4399 Games

2021–2023

Graphics Engineer

Guangzhou, China

- Built and optimized the real-time rendering pipeline for *Era of Conquest*, focusing on cross-platform shader optimization, PBR, and performance profiling.

TECHNICAL SKILLS

- Languages: C++, Python, C#, GLSL/HLSL
- Graphics & Engines: Vulkan, OpenGL, Unity, real-time rendering, PBR
- ML & 3D: PyTorch, 3D Gaussian Splatting, diffusion models, CLIP

LANGUAGES

- Chinese: Native (Mandarin and Cantonese)
- English: Professional working proficiency (TOEFL iBT: 90; English-taught master's program)

HONORS AND AWARDS**Outstanding Student Scholarship (Third Prize)**

2018–2019

Sun Yat-sen University