

Xiangjun Tang

✉ xiangjun.tang@outlook.com | Solve real-world problems | 🏠 <https://xjtang.com/> | 📍 Thuwal, Saudi Arabia

Experience

Post-doctoral Fellow

Working with Prof. Peter Wonka at King Abdullah University of Science and Technology (KAUST)

Thuwal, Saudi Arabia

Sep. 2024 - now

Ph.D. in Electronic Information

Advised by Xiaogang Jin in State Key Lab of CAD&CG, Zhejiang University

Hangzhou, China

Sep. 2020 - Exp. Jun. 2024

M.S. in Computer Science and Technology

Advised by Xiaogang Jin in State Key Lab of CAD&CG, Zhejiang University

Hangzhou, China

Sep. 2019 - Jun. 2020

B.S. in Digital Media

Zhejiang University

Hangzhou, China

Sep. 2015 - Jun. 2019

Awards and Honors

Dec. 2023 Graduate with Merit A Performance from Zhejiang University

Aug. 2023 Style3D Graduate Fellowship from Lintex Digital Co., LTD.

Dec. 2022 Graduate of Merit/Triple A Graduate from Zhejiang University, 2nd Honours

Dec. 2021 Award of Honor for Graduate from Zhejiang University

Dec. 2018 National Scholarship from Ministry of Education of the People's Republic of China, 1st Honour

Skills

Research background Generative AI, Motion, Geometry, Neural Rendering, VR

Graphics API Vulkan, OpenGL, Unity3D Engine, GPU-based Programming (Cuda, Compute Shader)

Programming C++, Python

Languages English, German (beginner; Duolingo self-assessment ≈ A2; actively studying)

Research Projects

Human Geometry/Animation Generation

KAUST GenAI 2024-present

- Proposed a diffusion-based 3D human geometry generation method, which introduces a novel geometry representation capable of synthesizing high-fidelity geometries with realistic clothing details, including challenging loose parts.
- Proposed a 4D human geometry generation framework that modeling natural clothing dynamics with fine-grained geometric details.

Human Motion Generation

Zhejiang University 2021-2024

- Proposed a high-quality motion in-between system adopted by Tencent, reducing manual effort and supporting real-time deployment.
- Led a colleague to incorporate the style control into the in-between system, extending its usability across animation scenarios.
- Developed a fine-grained motion editing framework with precise control over trajectory, contact, and style, enhancing the animation toolset.

Vulkan-based Cross-platform Particle System Engine

Zhejiang University 2020-2021

- Led two colleagues to develop a particle simulation, animation, and rendering engine tailored to Oppo's design requirements, optimized for resource-constrained platforms.

Parametric Facial Editing

Zhejiang University 2019-2021

- Led a colleague in developing a video editing method for efficient portrait reshaping, achieving smooth and natural retouching results.
- Contributed to a portrait reshaping pipeline, with key contributions in 3D projection, semantic warping, and distortion-aware optimization.

Virtual Reality

Zhejiang University 2018-2019

- Designed a VR modeling tool based on convolution surfaces, enabling real-time mesh generation with efficient GPU acceleration.
- Proposed a shape-constrained fireworks simulation method with rich textures in an HMD-based VR environment.

First-authored Publications

Human Geometry Distribution for 3D Animation Generation

Submit to CVPR 2026

Under Review

2025

- **Xiangjun Tang**, Biao Zhang, Peter Wonka.

Generative Human Geometry Distribution

Submit to ICLR 2026

Under Review

2025

- **Xiangjun Tang**, Biao Zhang, Peter Wonka.

Decoupling Contact for Fine-Grained Motion Style Transfer

SA '24: SIGGRAPH Asia 2024 Conference Papers

SIGGRAPH ASIA

2024

- **Xiangjun Tang**, Linjun Wu, He Wang, Yiqian Wu, Bo Hu, Songnan Li, Xu Gong, Yuchen Liao, Qilong Kou, Xiaogang Jin.

RSMT: Real-time Stylized Motion Transition for Characters

SIGGRAPH '23 Conference Proceedings, Los Angeles, 6-10 August, 2023.

SIGGRAPH

2023

- **Xiangjun Tang**, Linjun Wu, He Wang, Bo Hu, Xu Gong, Yuchen Liao, Songnan Li, Qilong Kou, and Xiaogang Jin.

Real-time Controllable Motion Transition for Characters

ACM Transactions on Graphics (Proc. Siggraph 2022), 2022, 41(4): Article No.: 137.

ACM TOG

2022

- **Xiangjun Tang**, He Wang, Bo Hu, Xu Gong, Ruifan Yi, Qilong Kou, and Xiaogang Jin.

Parametric Reshaping of Portraits in Videos

Proceedings of the 29th ACM International Conference on Multimedia, 4689-4697.

ACM MM (Oral)

2021

- **Xiangjun Tang**, Wenxin Sun, Yong-Liang Yang, and Xiaogang Jin.

Selected Additional Publications

Semantically Consistent Text-to-Motion with Unsupervised Styles

ACM SIGGRAPH 2025

SIGGRAPH

2025

- Linjun Wu, **Xiangjun Tang**, Jingyuan Cong, He Wang, Bo Hu, Xu Gong, Songnan Li, Yuchen Liao, Yiqian Wu, Chen Liu, Xiaogang Jin*.

V2M4: 4D Mesh Animation Reconstruction from a Single Monocular Video

Proceedings of the IEEE/CVF International Conference on Computer Vision (ICCV) 2025

ICCV

2025

- Jianqi Chen, Biao Zhang, **Xiangjun Tang**, Peter Wonka*

StyleTex: Style Image-Guided Texture Generation for 3D Models

ACM Transactions on Graphics (TOG), Volume 43, Issue 6, Article No.: 212, Pages 1 - 14

ACM TOG

2024

- Zhiyu Xie, Yuqing Zhang, **Xiangjun Tang**, Yiqian Wu, Dehan Chen, Gongsheng Li, Xiaogang Jin.

Portrait3d: Text-guided High-quality 3d Portrait Generation using Pyramid Representation and GANs Prior

ACM Transactions on Graphics (TOG), Volume 43, Issue 4, Article No.: 45, Pages 1 - 12

ACM TOG

2024

- Yiqian Wu, Hao Xu, **Xiangjun Tang**, Xien Chen, Siyu Tang, Zhebin Zhang, Chen Li, Xiaogang Jin.

Deep Shapely Portrait

Proceedings of the 28th ACM International Conference on Multimedia, 1800-1808.

ACM MM

2020

- Qinjie Xiao, **Xiangjun Tang**, You Wu, Leyang Jin, Yong-Liang Yang, and Xiaogang Jin.

Presentations

Motion Synthesis from My Perspective

- Invited talk by Mihoyo, Aug, 2023.

Real-time, High-quality and Stylized In-between Motion Generation

- Style 3D Open Day - Scholarship Certification and Communication Conference, Aug, 2023.

RSMT: Real-time Stylized Motion Transitions for Characters

- SIGGRAPH Technique Paper Session, Aug, 2023.
- CSIG SIGGRAPH Preview Presentations, Jul, 2023.