

Zhaorong Wang

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EDUCATION

University of Tsukuba

Ph.D. in Computer Science

Tsukuba, Japan
Apr. 2024 – Expected Mar. 2027

University of Tsukuba

M.S. in Computer Science

Tsukuba, Japan
Apr. 2022 – Mar. 2024

Jiangnan University

B.S. in Information and Computational Science

Wuxi, China
Sep. 2016 – Jun. 2020

RESEARCH EXPERIENCE

Doctoral Researcher, Computer Graphics and Vision

University of Tsukuba, CGG Lab

Apr. 2024 – Present
Tsukuba, Japan

- Research digital human reconstruction and editing with **3D Gaussian Splatting**, **NeRF**, and mesh-based deformation models, with a focus on animatable avatars and outfit personalization.
- Design and implement training/inference pipelines in **PyTorch**, including multi-view rendering, geometry-aware losses, and experimentation for sparse-view human avatar methods.
- Prototype deformation backbones for dynamic avatars, including **Point Transformer**-based vertex deformation and Gaussian-on-mesh representations for pose-driven animation.
- Build supporting tooling for GPU-cluster experimentation and data processing on Linux servers, improving reproducibility and day-to-day research workflow.

Master's Researcher, Computer Graphics and Vision

University of Tsukuba, CGG Lab

Apr. 2022 – Mar. 2024
Tsukuba, Japan

- Studied sparse-view digital human reconstruction and proposed a generalizable human avatar method that improves visual quality and cross-view consistency from only a few input images.
- Worked extensively with differentiable rendering, human priors, and multi-view geometry for neural scene representation.

Industry-Academia Research Collaboration (Rendering)

Collaborative project with Industry

2025 – Present
Japan

- Contributed to a product-oriented face rendering / inverse rendering research effort, focusing on practical modeling and analysis pipelines for facial appearance.

SELECTED PUBLICATIONS

AvatarMix: Identity-Preserving Cross-Avatar Composition for Outfit Personalization

Zhaorong Wang, Yoshihiro Kanamori, Yuki Endo

CVPR 2026 Findings

To appear

EG-HumanNeRF: Efficient Generalizable Human NeRF Utilizing Human Prior for Sparse View

Zhaorong Wang, Yoshihiro Kanamori, Yuki Endo

Computational Visual Media

2026

TECHNICAL SKILLS

Programming: Python, C++, Bash/Fish shell

ML / Graphics: PyTorch, PyTorch3D, 3D Gaussian Splatting, NeRF, differentiable rendering, point-based / mesh-based avatar pipelines

Tools: Git, Linux, Docker, Hydra, LaTeX, CUDA-based research workflows, remote GPU clusters

Languages: English (TOEFL iBT 106), Japanese (N1), Chinese (native)

AWARDS & ACTIVITIES

Scholarship: MEXT Scholarship (Japan)

Presentations: CVPR 2026 Findings poster; Visual Computing 2025 poster