

YIZHI WANG

San Jose, California, USA

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EDUCATION

Peking University, China

Sep. 2017 - June 2022

Ph.D. in Computer Applied Technology, Supervisors: Prof. Zhouhui Lian and Jianguo Xiao

Peking University, China

Sep. 2013 - Jul. 2017

Bachelor in Computer Science

WORKING EXPERIENCE

ByteDance/Tiktok, USA

Mar. 2026 - Now

Senior Research Scientist

ByteDance/Tiktok, USA

Nov. 2024 - Mar. 2026

Research Scientist

Simon Fraser University, Canada

Jan. 2023 - Nov 2024

Postdoctoral Fellow, Supervisor: Prof. Richard (Hao) Zhang

Tencent

June. 2021 - Nov. 2021

Research Intern, Advisor: Dr. Wenhan Luo

RESEARCH INTERESTS

Generative AI, Computer Vision, Computer Graphics, Video Generation, Image/Shape Synthesis

SELECTED RESEARCH AND ENGINEERING PROJECTS

Video Generation

ByteDance USA/Tiktok

Nov. 2024 - Present

- Seedance 1.0 & 2.0 Model Training: Advanced the Seedance series through a comprehensive training pipeline spanning mid-training for specialized tasks such as customized video generation, and post-training with reinforcement learning. Improved generation quality, controllability, and robustness across real-world applications.
- Data Construction (for customized video generation): Proposed a novel large-scale data construction pipeline and conditioning approach for identity-consistent video generation from multiple reference images/videos.
- Video Effect Generation: Built a video-effect generation system whose effects went viral across countries on TikTok.

3D Shape Reconstruction and Generation

GrUVi, Simon Fraser University

Sep. 2022 - Nov. 2024

Advisor: Prof. Richard (Hao) Zhang

- Introducing Slice3D, a completely new way of solving single-view 3D reconstruction. Instead of going from single- to multi-view, we advocate going from single-view to multi-slice images and then lift them to 3D.
- Proposing a novel shape encoding (Anchored Radial Observation) for learning implicit field of shapes, with an application of surface reconstruction from point clouds.

Font Synthesis

WICT, Peking University

Sep. 2019 - June. 2022

Advisor: Prof. Zhouhui Lian

- Proposing a novel generative model which takes the font attributes as input and synthesizes the corresponding glyph images.
- Proposing a novel method, DeepVecFont, to directly generate vector fonts by exhaustively exploiting the dual-modality information (i.e., raster images and vector outlines).

SELECTED PUBLICATIONS

Xiaoyan Cong, Haotian Yang, Angtian Wang, **Yizhi Wang**, Yiding Yang, Canyu Zhang, Chongyang Ma. VIVA: VLM-Guided Instruction-Based Video Editing with Reward Optimization. CVPR 2026.

Yufan Deng, Yuanyang Yin, Xun Guo, **Yizhi Wang**, Jacob Zhiyuan Fang, Shenghai Yuan, Yiding Yang, Angtian Wang, Bo Liu, Haibin Huang, Chongyang Ma. MAGREF: Masked Guidance for Any-Reference Video Generation with Subject Disentanglement. ICLR 2026.

Yizhi Wang*, Mingrui Zhao*, Hao (Richard) Zhang. ACT-R: Adaptive Camera Trajectories for Single-View 3D Reconstruction. 3DV 2026. (* denotes equal contribution)

Dingdong Yang, **Yizhi Wang**, Konrad Schindler, Ali Mahdavi-Amiri, Hao (Richard) Zhang. GALA: Geometry-Aware Local Adaptive Grids for Detailed 3D Generation. ICLR. 2025.

Yizhi Wang, Wallace Lira, Wenqi Wang, Arash (Ali) Mahdavi-Amiri, Hao (Richard) Zhang. Slice3D: Multi-Slice, Occlusion-Revealing, Single View 3D Reconstruction. CVPR. 2024.

Mingrui Zhao, **Yizhi Wang**, Fenggen Yu, Changqing Zou, Ali Mahdavi-Amiri. SweepNet: Unsupervised Learning Shape Abstraction via Neural Sweepers. ECCV. 2024.

Sai Raj Kishore Perla, **Yizhi Wang**, Arash (Ali) Mahdavi-Amiri, Hao (Richard) Zhang. EASI-Texturing: Edge-Aware Mesh Texturing from Single Image. SIGGRAPH 2024 Journal-Track Paper. 2024.

Yizhi Wang*, Zeyu Huang*, Ariel Shamir, Hui Huang, Hao (Richard) Zhang, Ruizhen Hu. ARO-Net: Learning Implicit Fields from Anchored Radial Observations. CVPR. 2023. (* denotes equal contribution)

Maham Tanveer, **Yizhi Wang**, Arash (Ali) Mahdavi-Amiri, Hao (Richard) Zhang. DS-Fusion: Artistic Typography via Discriminated and Stylized Diffusion. ICCV. 2023.

Yuqing Wang, **Yizhi Wang**, Longhui Yu, Yuesheng Zhu, Zhouhui Lian. DeepVecFont-v2: Exploiting Transformers to Synthesize Vector Fonts with Higher Quality. CVPR. 2023.

Yizhi Wang, Guo Pu, Wenhan Luo, Yexin Wang, Pengfei Xiong, Hongwen Kang, Zhouhui Lian. Aesthetic Text Logo Synthesis via Content-aware Layout Inferring. CVPR. 2022.

Yizhi Wang, Zhouhui Lian. DeepVecFont: Synthesizing High-quality Vector Fonts via Dual-modality Learning. ACM Transactions on Graphics (SIGGRAPH Asia 2021 Technical Paper). 2021.

Yizhi Wang*, Yue Gao*, Zhouhui Lian. Attribute2Font: Creating Fonts You Want From Attributes. ACM Transactions on Graphics (SIGGRAPH 2020 Technical Paper, * denotes equal contribution). 2020.

PATENTS

A method for identifying text fonts in natural scene pictures
CN Patent Pub. No. CN108376244B (granted)

A Natural Scene Text Recognition Method Based on Standard Glyph Generation
CN Patent Pub. No. CN112329803B (granted)

A Vector Font Generation Method Based on Bimodal Learning
CN Patent Pub. No. CN114298181B (granted)

PEER-REVIEWS

Journal: IEEE TPAMI, IEEE TVCG, Expert Systems With Applications

Conferences: SIGGRAPH (2026), SIGGRAH Asia (2024,2025), CVPR (2022, 2023, 2024, 2025, 2026), ICCV (2021, 2023, 2025), ECCV (2022 2024), AAAI (2022, 2023, 2024)

TECHNICAL SKILLS

Programming: C/C++, Python, Matlab

Deep Learning Framework: PyTorch, Tensorflow

Tools: Adobe Photoshop/Premiere/Illustrator