

Zhu Zihao

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PROFESSIONAL EXPERIENCE

HUAWEI Tokyo Research Center

Jul 2019 - Present

Digital Human Lab

Tokyo

Research Interest :

- Differentiable Renderer
- Neural Radiance Field
- Audio Gesture Synthesis

EDUCATION

Keio University

Apr 2016 - Mar 2025

Computer Science First year PhD student

Tokyo

Lab : Hyper Vision Research Lab ([HVRL](#))

Department GPA : 3.82 (Top 10%)

Bachelor Thesis : WEAKLY Supervised Defect Detection Using CycleGAN (Anomaly Detection, not published yet)

Master Thesis : 3D-FACT : 3D Face Texture-based Deblur (Deblur led by 3DMM in Differentiable Renderer, not published yet)

PUBLICATION

BEAT: A Large-Scale Semantic and Emotional Multi-Modal Dataset for Conversational Gestures Synthesis.

Haiyang Liu, **Zihao Zhu**, Naoya Iwamoto, Yichen Peng, Zhengqing Li, You Zhou, Elif Bozkurt, Bo Zheng. (**ECCV 2022**)

Project page : <https://pantomatrix.github.io/BEAT/>

DisCo: Disentangled Implicit Content and Rhythm Learning for Diverse Co-Speech Gestures Synthesis.

Haiyang Liu, Naoya Iwamoto, **Zihao Zhu**, Zhengqing Li, You Zhou, Elif Bozkurt and Bo Zheng (**ACMMM 2022**)

Project page : <https://pantomatrix.github.io/DisCo/>

PROJECT EXPERIENCE

Oculus Quest2 VR Action&Adventure Game [Cocoon]

Sep 2021 - Present

Technical Artist

Tokyo

Landing Page :

<https://cocoon-vr.com/>

Develop:

- RigidBody Simulation(PhyX)
- Humanoid Animation(Inverse Kinematic)
- Toon Shading (Based on PBR Texture)
- Unity C# Scripting
- Oculus Quest2 Optimization.

Misc:

- Promotion
- Level Design
- Ideation

SKILLS, CERTIFICATIONS & OTHERS

- **Skills:** PyTorch, Oculus Quest2, OpenCV, Unity, Blender, Three.js, WebXR, Linux
- **Languages:** English(Business), Japanese(Business->Native), Chinese(Native)
- **Honors:** JASSO shorlarship (No.33 in 20,000 Japanese Foreign Students)