

XIYU ZHANG

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RESEARCH INTEREST

My current research focuses on 3D reconstruction and computer graphics, with experience in learning 3D scene representations from visual observations. I am also highly interested in emerging research areas such as video generation and world models, particularly in combination with 3D vision and spatial reasoning. I am excited by the potential of building systems that unify 3D perception and generative modeling to better understand, predict, and interact with the physical world.

EXPERIENCES

vivo BlueImage Lab, Hangzhou

Aug. 2025 - May. 2026

Research Intern, advised by Jingyu Zhuang and Qingnan Fan

Zhejiang University, College of Computer Science

Sept. 2023 - Mar. 2028

PhD of Electronic and Information Engineering, advised by Prof. Guofeng Zhang

(Expected)

Zhejiang University, Chu Kochen Honors College

Sept. 2019 - June 2023

Bachelor of Artificial Intelligence (Turing Class)

3.85/4 CGPA

PUBLICATIONS

🔗 WildSplat: Feedforward Gaussian Splatting from Unposed In-the-Wild Images

In Submission

Xiyu Zhang, Jingyu Zhuang, Hongjia Zhai, Zizheng Yan, Jinwei Chen, Guofeng Zhang, Qingnan Fan

- Design a VGGT-like Transformer dual-branch feedforward 3DGS framework: a DINOv2 geometry branch with alternating attention predicts camera poses and appearance-invariant Gaussians, while a reference-image appearance branch uses AdaLN-Zero pre-modulated cross-attention for conditioned colors, trained with geometry-guided sampling and multi-reference supervision.

🔗 AtlasGS: Atlanta-world Guided Surface Reconstruction with Implicit Structured Gaussians

NeurIPS 2025

Xiyu Zhang, Chong Bao, Yipeng Chen, Hongjia Zhai, Yitong Dong, Hujun Bao, Zhaopeng Cui, Guofeng Zhang

🔗 OnlinePG: Online Open-Vocabulary Panoptic Mapping with 3D Gaussian Splatting

CVPR 2026

H. Zhai, Q. Zhang, X. Pan, X. Zhang, Y. Dong, H. Zhang, D. Xu, G. Zhang

🔗 SplatLoc: 3D Gaussian Splatting-based Visual Localization for Augmented Reality

TVCG 2025

Hongjia Zhai, Xiyu Zhang, Boming Zhao, Hai Li, Yijia He, Zhaopeng Cui, Hujun Bao, Guofeng Zhang

🔗 LookCloser: Frequency-aware Radiance Field for Tiny-Detail Scene

CVPR 2025

Xiaoyu Zhang, Weihong Pan, Chong Bao, Xiyu Zhang, Xiaojun Xiang, Hanqing Jiang, Hujun Bao

🔗 Free360: Layered Gaussian Splatting for Unbounded 360-Degree View Synthesis from Extremely Sparse and Unposed Views

CVPR 2025

Chong Bao, Xiyu Zhang, Zehao Yu, Jiale Shi, Guofeng Zhang, Songyou Peng, Zhaopeng Cui

🔗 GeneAvatar: Generic Expression-Aware Volumetric Head Avatar Editing from a Single Image

CVPR 2024

Chong Bao*, Yinda Zhang*, Yuan Li*, Xiyu Zhang, Bangbang Yang, Hujun Bao, Marc Pollefeys, Guofeng Zhang, Zhaopeng Cui

TECHNICAL SKILLS

Programming Languages: Python, C, C++, CUDA

Tools: Git, GDB, LaTeX, VS Code

HONOURS AND AWARDS

Outstanding Graduate

2023

Zhejiang Province & Zhejiang University

Outstanding Undergraduate Thesis

2023

Zhejiang University

School Scholarship

2020, 2021, 2022

Third-class

Zhejiang University