

Yeying Jin

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Summary

Staff Researcher at Tencent, serving as **industry research lead** for **world models**, **agentic AI**, and **generative AI** for large-scale game content creation.

Led and deployed multiple first-in-industry **AIUGC** platforms for global game products, serving millions of players and generating 2.1M+ creatives.

Ph.D. from NUS with the **AI Singapore Ph.D. Fellowship**; previously Research Intern at Adobe Research.

Published **70+ papers** at CVPR/ICCV/ECCV/NeurIPS/ICLR/ICML/ACL/EMNLP with **1.5K+ citations**.

Organizer or invited speaker for Jiqizhixin/CVPR/ICCV/ECCV/ICLR/NTIRE and Singapore Vision Day.

Mentored 20+ junior researchers. ICML Gold Reviewer, CVPR Student Mentor, Tencent Outstanding Mentor.

Education

National University of Singapore (NUS)

AI Singapore (AISG) Ph.D. Fellowship, Focus: **AIGC**, GPA: 4.75 / 5.00

Advisor: Prof. Robby Tan (Associate Professor, Former Chief Scientist at ASUS)

Jan. 2020 – Jan. 2024

Singapore

National University of Singapore (NUS)

M.Sc., Major: Electrical and Computer Engineering

Aug. 2017 – Aug. 2018

Singapore

University of Electronic Science and Technology of China (UESTC)

B.Eng., Major: Electronic Information Engineering, GPA: 3.93 / 4.00

Sep. 2013 – Jul. 2017

Chengdu, China

Work Experience (4+ years)

Tencent, IEG Global, The Project Up Talent Programme

Singapore

Staff Researcher, **Research Lead** for World Models, Agentic Video Generation, and AIGC

Nov. 2023 – Present

Adobe Research, Creative Media Lab

Seattle, USA

Research Intern | Mentors: Prof. Connelly Barnes, Prof. Eli Shechtman

Jun. 2023 – Sep. 2023

Collaborators: Yuqian Zhou, Lingzhi Zhang, Sohrab Amirghodsi, Eric Kee

BioMind, Radiotherapy Team

Singapore

Researcher | Chief Scientist: Prof. Jiashi Feng

Jan. 2019 – Jan. 2020

Highlighted Projects (Research Lead in World Models and AI-Generated Content)

ReactiveGWM: Steering NPC in Reactive Game World Models, Tencent

Jan. 2026 – Present

Reactive game world model with strategic NPC control

Singapore

- Led **ReactiveGWM**, a game world model where NPCs follow high-level **Offense / Defense / Control** strategies through cross-attention, instead of behaving as passive background pixels.
- Built a reusable strategy module that **transfers zero-shot** to a new game **without retraining**, improving controllability and cross-title generalization.
- Positioned the system as a stronger world-model interface for interactive gameplay generation with controllable NPC behavior.

SCOPE: Scalable World Model via Consistent Prediction, Tencent

Mar. 2026 – Present

Interactive world model for FPS games

Singapore

- Led the world-model direction for **SCOPE**, an **interactive world model for FPS games** that handles **dense controls** by learning **per-pixel temporal action responses**.
- Co-developed **CrossFPS**, the **first multi-game FPS dataset** with **69K clips** across **7 titles** and **10-DoF** controls, enabling scalable training and cross-game evaluation.
- Positioned the system for controllable gameplay generation and scalable world-model benchmarking across heterogeneous FPS environments.

Incantation: Natural Language as the Action Interface for Multi-Entity Video World Models

May 2026 – Present

Natural language control for multi-entity world models

Singapore

- Built a **natural-language action interface** for **multi-entity video world models**, replacing rigid action IDs with more expressive and reusable control.

- Enabled **cross-entity transfer** with **89%** success versus **43%** for action-ID baselines, while supporting **out-of-vocabulary control**.
- Expanded world-model usability from single-agent control to flexible multi-entity interaction, improving generalization and human-friendly prompting.

AIUGC Creator Studio: Multi-Style Hero Generation Platform, Tencent *Dec. 2024 – Present*
0 to 1 AI Image Generation Platform for consumers Singapore

- Released the **first text-to-image (T2I) and image-to-image (I2I)** online hero generation platform for Honor of Kings, built on an **SDXL-based** model, supporting **98 hero LoRAs**, **12 styles**, with **13s** generation latency.
- Attracted **35K+** active users, generating **58K** AI images with a **22%** save rate.

AIUGC DIY Poster: The First In-game AI Poster Editor, Tencent *Jun. 2025 – Present*
0 to 1 AI Poster Editor for consumers Singapore

- Deployed the **first** AI poster editor for Honor of Kings, launching **3** AI filters (Portrait, Detective, Esports) across HOK Camp and **core in-game** scenarios (battle loading, hero panels, popups, system notifications), integrated **ControlNet** for pose control, **PuLID** for player identity consistency, and **Florence-2** for prompt parsing.
- Released the **first** AI-powered game cover generation for PUBG Mobile, integrating the **Flux.1-Kontext-dev** model and **ChatGPT + Florence-2** for prompt parsing, supporting **6** styles with **30s** generation latency.
- Scaled the system to serve **22.5K** players, generating **2.1M** AI posters (avg. **9 per user**), with **80%** in-game display rate, **99%** positive sentiment, and thousands of mentions and discussions on Xiaohongshu.

AIPGC: The First Avatar & Sticker Campaign, Tencent *Jul. 2024 – Nov. 2024*
0 to 1 AI Image Generation Singapore

- Built the **first** global AI Avatar & Sticker campaign, executing **12** campaign launches featuring **98 heroes**, **2 unique styles** (cartoon and pixel-art), and **2 Halloween topics**.
- Achieved over **600K** exposure and **60K** engagements by expanding distribution across major global platforms including HOK Camp, X, Facebook, Instagram, TikTok, WhatsApp, VK, and Discord.

AIGC Pipeline for Ads Creative Production, Tencent *Nov. 2023 – Present*
Mentored a team of 6, including 4 on-site interns and 2 full-time researchers Singapore

- Deployed AI-powered UA and community creative pipelines for PUBG Mobile, Miniclip games, Honor of Kings, Poe2, and other games, achieving **5×** higher production **efficiency** than traditional video creation.
- Scaled the **AIGC ad creative generation** system to produce 200+ localized **video** assets monthly, powered by **Wan2.1/2.2**, **Wan-Animate**, enabling virtual streamer ads and AI-driven **video** style transfer.

Workshops & Challenges Organizer

1. **ECCV'26 LoViF Workshop:** The 2nd Workshop on Low-Level Vision Frontiers (**Generative AI**, Preference Optimization, Agentic Systems)
2. **CVPR'26 LoViF Workshop:** Low-Level Vision with **Generative AI**, **Preference Optimization**, **Agentic Systems**
3. **CVPR'26 URVIS Workshop:** Unified Robotic Vision with Cross-Modal Sensing and Alignment
4. **CVPR'26 AGENTIC AI Workshop:** **Agentic AI** for Visual Media
5. **CVPR'26 AIGENS Workshop:** **AI for Content Generation**, Quality Enhancement and Streaming
6. **AAAI'26 Tutorial:** The Application of **Generative AI** and Intelligent **Agents** in Low-Level Vision
7. **CVPR'26 NTIRE:** The 2nd Challenge on Day & Night Raindrop Removal for Dual-Focused Images
8. **CVPR'25 NTIRE:** The 1st Challenge on Day & Night Raindrop Removal for Dual-Focused Images

Honors & Awards

- **AI Singapore (AISG) Ph.D. Fellowship** — Singapore's most **prestigious** national AI scholarship
- Best Paper Award, ADHIP 2024
- ICML Gold Reviewer
- CVPR Student Mentor
- **Wan 2.1 Video Generation** Challenge — 2nd Place (“Yayoi Kusama × Wukong”), Alibaba ModelScope
- Tencent Awards: Knowledge, Excellence R&D, Outstanding Mentor, Outstanding Contributor

7 First-Author Publications

- ECCV'22 ...**Yeying Jin**, Wenhan Yang, Robby T. Tan. *Unsupervised Night Image Enhancement: When Layer Decomposition Meets Light-Effects Suppression*. Citations: 220+, GitHub Stars: 460+
- ICCV'21 2. **Yeying Jin**, Aashish Sharma, Robby T. Tan. *DC-ShadowNet: Single-Image Hard and Soft Shadow Removal Using Unsupervised Domain-Classifer Guided Network*. Citations: 210+, GitHub Stars: 260+
- ACMMM'23 3. **Yeying Jin**, Beibei Lin, Wending Yan, Yuan Yuan, Wei Ye, Robby T. Tan. *Enhancing Visibility in Nighttime Haze Images Using Guided APSF and Gradient Adaptive Convolution*. Citations: 100+, Stars: 180+
- AAAI'24 4. **Yeying Jin**, Wei Ye, Wenhan Yang, Yuan Yuan, Robby T. Tan. *DeS3: Adaptive Attention-Driven Self and Soft Shadow Removal using ViT Similarity*. Citations: 75+
- ECCV'24 5. **Yeying Jin**, Xin Li, Jiadong Wang, Yan Zhang, Malu Zhang. *Raindrop Clarity: A Dual-Focused Dataset for Day and Night Raindrop Removal*. Citations: 20+, GitHub Stars: 70+
- AAAI'23 6. **Yeying Jin**, Ruoteng Li, Wenhan Yang, Robby T. Tan. *Estimating Reflectance Layer from A Single Image: Integrating Reflectance Guidance and Shadow/Specular Aware Learning*. Citations: 40+
- ACCV'22 7. **Yeying Jin**, Wending Yan, Wenhan Yang, Robby T. Tan. *Structure Representation Network and Uncertainty Feedback Learning for Dense Non-Uniform Fog Removal*. Citations: 70+, GitHub Stars: 170+

Co-First-Author Publications

* Equal Contribution

- AAAI'25 1. Beibei Lin*, **Yeying Jin***, Wending Yan, Wei Ye, Yuan Yuan, Robby T. Tan. *NightHaze: Nighttime Image Dehazing via Self-Prior Learning*.
- ECCV'24 2. Tingting Chen*, Beibei Lin*, **Yeying Jin***, Wending Yan, Wei Ye, Yuan Yuan, Robby T. Tan. *Dual-Rain: Video Rain Removal using Assertive and Gentle Teachers*.
- PR'25 3. Zhiying Li*, **Yeying Jin***, Fan Shen, Zhi Liu, Weibin Chen, Pengju Zhang, Xiaomei Zhang, Boyu Chen, Michael Shen, Kejian Wu, Zhaoxin Fan[†], Jin Dong[†]. *Unveiling Hidden Vulnerabilities in Digital Human Generation via Adversarial Attacks*.
- AAAI'24 4. Beibei Lin*, **Yeying Jin***, Wending Yan, Wei Ye, Yuan Yuan, Shunli Zhang, Robby T. Tan. *NightRain: Nighttime Video Deraining via Adaptive-Rain-Removal and Adaptive-Correction*.
- AAAI'26 5. Wei Zhang*, **Yeying Jin***, Xin Li, Yan Zhang, Xiaofeng Cong, Cong Wang, Fengcai Qiao, Zhichao Lian[†]. *UniFit: Towards Universal Virtual Try-on with MLLM-Guided Semantic Alignment*. Used in Tencent Project.

Corresponding-Author / Project-Lead Publications

[†] Corresponding Author [‡] Project Lead * Equal Contribution

- World Model'26 1. Zeqing Wang, Danze Chen, Zhaohu Xing, Zizhao Tong, Yinhan Zhang, Xingyi Yang[†], **Yeying Jin^{†‡}**. *ReactiveGWM: Steering NPC in Reactive Game World Models*. Reactive NPC control with zero-shot strategy transfer across games.
- World Model'26 2. Zizhao Tong, **Yeying Jin^{†‡}**, Hongfeng Lai, Zeqing Wang, Zhaohu Xing, Kexu Cheng, Haoran Xu, Zhao Pu, Shangwen Zhu, Ruili Feng, Jian Zhao, Yan Zhang, Hao Tang, Ling Shao[†]. *SCOPE: Scalable World Model via Consistent Prediction*. Interactive FPS world model with CrossFPS (69K clips, 7 titles, 10-DoF).
- World Model'26 3. Shangwen Zhu, Qianyu Peng, Zhao Pu, Zhilei Shu, Xiangrui Ke, Zhaohu Xing, Zizhao Tong, Zeqing Wang, Xinyu Cui, Huangji Wang, Jian Zhao, **Yeying Jin[‡]**, Fan Cheng[†], Ruili Feng[†]. *Incantation: Natural Language as the Action Interface for Multi-Entity Video World Models*. Natural-language action interface with 89% cross-entity transfer vs. 43% for action IDs.
- arXiv'26 4. Yinhan Zhang*, Yue Ma*, Bingyuan Wang, Kunyu Feng, **Yeying Jin[‡]**, Qifeng Chen, Anyi Rao, Zeyu Wang[†]. *InstanceAnimator: Multi-Instance Sketch Video Colorization*. Project lead on controllable multi-instance video generation.
- ICML'26 5. Nanxiang Jiang, Zhaoxin Fan[†], Baisen Wang, Daiheng Gao, Junhang Cheng, Jifeng Guo, Yalan Qin, **Yeying Jin[‡]**, Hongwei Zheng, Faguo Wu[†], Wenjun Wu. *Z-Erase: Enabling Concept Erasure in Single-Stream Diffusion Transformers*. (Project Lead)
- CVPR'26 6. Xiaoran Sun*, Liyan Wang*, **Yeying Jin[‡]**, Kin-man Lam, Zhixun Su[†], Yang Yang, Jinshan Pan, Cong Wang. *Adapting Large VLMs with Iterative and Manual Instructions for Generative Low-light Enhancement*. (Project Lead, Findings)
- CVPR'26 7. Yinghao Chen, **Yeying Jin^{†‡}**, Xiang Chen, Yanyan Wei[†], Ziyang Yan, Yaowei Fu. *Unpaired Image Deraining Using Reward-Guided Self-Reinforcement Strategy*. ([†] Corresponding Authors; [‡] Project Lead)

Workshop / Challenge Publications

- CVPR'26 Chenghao Qian, Xin Li, **Yeying Jin[†]**, Shanguan Sun, Yilian Zhong, et al. *LoViF 2026: The First Challenge on Weather Removal in Videos*. (Organizer & Corresponding Author)
- CVPR'26 Xin Li, **Yeying Jin[†]**, Suhang Yao, et al. *NTIRE 2026 The Second Challenge on Day and Night Raindrop Removal for Dual-Focused Images: Methods and Results*. (Organizer & Corresponding Author)
- CVPR'25 Xin Li, **Yeying Jin[†]**, Xin Jin, et al. *NTIRE 2025 Challenge on Day and Night Raindrop Removal for Dual-Focused Images: Methods and Results*. (Organizer & Corresponding Author)

Coauthored Publications

- arXiv'26 Meng Chu*, Xuan Billy Zhang*, Kevin Qinghong Lin*, Lingdong Kong*, Jize Zhang*, Teng Tu*, Weijian Ma*, ..., **Yeying Jin**, ..., Ziwei Liu[†], Philip Torr[†], Jiaya Jia[†]. *Agentic World Modeling: Foundations, Capabilities, Laws, and Beyond*.
- ICML'26 Haoyu Zhao, Jiayi Gu, Haoran Chen, Qingping Zheng, **Yeying Jin**, Hongyi Yang, Junqi Cheng, Yuang Zhang, Zenghui Lu, Huan Yu, Jie Jiang, Peng Shu, Zuxuan Wu[†], Yu-Gang Jiang[†]. *CameraNoise: Enabling Faithful Camera Control in Video Diffusion through Geometry-Flow-Guided Noise Warping*.

- arXiv'26 Haoyu Zhao, Zihao Zhang, Jiayi Gu, Haoran Chen, Qingping Zheng, Pin Tang, **Yeying Jin**, Yuang Zhang, Junqi Cheng, Zenghui Lu, Peng Shu, Zuxuan Wu[†], Yu-Gang Jiang[†]. *CT-1: Vision-Language-Camera Models Transfer Spatial Reasoning Knowledge to Camera-controllable Video Generation*.
- CVPR'26 Nanxiang Jiang, Zhaoxin Fan[†], Enhao Kang, Daiheng Gao, Yun Zhou, Yanxia Chang, Zheng Zhu, **Yeying Jin**, Wenjun Wu. *Erased, But Not Forgotten: Erased Rectified Flow Transformers Still Remain Unsafe Under Concept Attack*. (Findings)
- CVPR'26 Xiaofeng Cong, Yu-Xin Zhang, Hao Shen, **Yeying Jin**, Junming Hou, Jie Gui. *SDUIE: Semi-Supervised Diffusion for Underwater Image Enhancement with Quant-Text Dual Control*.
- CVPR'24 Bingchen Li*, Xin Li*, Hanxin Zhu, **Yeying Jin**, Ruoyu Feng, Zhizheng Zhang, Zhibo Chen[†]. *SeD: Semantic-Aware Discriminator for Image Super-Resolution*. Citations: 70+, GitHub Stars: 160+
- EMNLP'24 Songtao Jiang*, Tuo Zheng*, Yan Zhang, **Yeying Jin**, Li Yuan, Zuozhu Liu[†]. *Med-MoE: Mixture of Domain-Specific Experts for Lightweight Medical Vision-Language Models*. Citations: 75+, GitHub Stars: 150+
- ECCV'24 Xin Li*, Bingchen Li*, **Yeying Jin**, Cuiling Lan, Hanxin Zhu, Yulin Ren, Zhibo Chen[†]. *UCIP: A Universal Framework for Compressed Image Super-Resolution using Dynamic Prompt*.
- CVPR'25 Yunlong Lin*, Zixu Lin*, Haoyu Chen*, Panwang Pan*, Chenxin Li, Sixiang Chen, Kairun Wen, **Yeying Jin**, Wenbo Li[†], Xinghao Ding[†]. *JarvisIR: Elevating Autonomous Driving Perception with Intelligent Image Restoration*. Citations: 20+, GitHub Stars: 250+
- ICLR'26 Sixiang Chen*, Jianyu Lai*, Jialin Gao*, Tian Ye, Haoyu Chen, Hengyu Shi, Shitong Shao, Yunlong Lin, Song Fei, Zhaohu Xing, **Yeying Jin**, Junfeng Luo, Xiaoming Wei, Lei Zhu[†]. *PosterCraft: Rethinking High-Quality Aesthetic Poster Generation in a Unified Framework*. GitHub Stars: 530+
- ICCV'25 Sixiang Chen, Tian Ye, Yunlong Lin, **Yeying Jin**, Yijun Yang, Haoyu Chen, Jianyu Lai, Song Fei, Zhaohu Xing, Fugee Tsung, Lei Zhu[†]. *GenHaze: Pioneering Controllable One-Step Realistic Haze Generation for Real-World Dehazing*.
- ACMMM'25 Qirui Yang*, Fangpu Zhang*, **Yeying Jin**, Qihua Cheng, Pengtao Jiang, Huanjing Yue[†], Jingyu Yang[†]. *DSDNet: Raw Domain Demoiréing via Dual Color-Space Synergy*.
- IJCAI'25 Songtao Jiang, Yan Zhang, Ruizhe Chen, **Yeying Jin**, Zuozhu Liu[†]. *Modality-Fair Preference Optimization for Trustworthy MLLM Alignment*. Citations: 20+.
- ADHIP'24 Songtao Jiang*, Yan Zhang*, Chenyi Zhou, **Yeying Jin**, Yang Feng, Jian Wu, Zuozhu Liu[†]. *Joint Visual and Text Prompting for Improved Object-Centric Perception with Multimodal Large Language Models*. Citations: 20+, Best Paper Award.
- AAAI'26 Shuo Wang, ..., **Yeying Jin**, ... *Monodream: Monocular Vision-Language Navigation with Panoramic Dreaming*.
- AAAI'26 Xudong Cai, ..., **Yeying Jin**, ... *Mem4D: Decoupling Static and Dynamic Memory for Dynamic Scene Reconstruction*.
- TCSVT'25 Siyuan Wang*, Jiawei Liu*, Wei Wang[†], **Yeying Jin**, Jinsong Du, Zhi Han. *MMGT: Motion Mask Guided Two-Stage Network for Co-Speech Gesture Video Generation*.
- ACL'25 Songtao Jiang, Yan Zhang, **Yeying Jin**, Zhihang Tang, Yangyang Wu, Yang Feng, Jian Wu, Zuozhu Liu[†]. *HSCR: Hierarchical Self-Contrastive Rewarding for Aligning Medical Vision Language Models*.
- ACL'25 Songtao Jiang*, Chenyi Zhou*, Yan Zhang, **Yeying Jin**, Zuozhu Liu[†]. *Fast or Slow? Integrating Fast Intuition and Deliberate Thinking for Enhancing Visual Question Answering*.
- MICCAI'25 Songtao Jiang, ..., **Yeying Jin**, ... *Knowing or Guessing? Robust Medical Visual Question Answering via Joint Consistency and Contrastive Learning*.
- TNNLS'25 Shuai Wang, ..., **Yeying Jin**, ... *SNN-FT: Temporal-Coded Spiking Neural Networks for Fourier Transform*.
- NeurIPS'19 *Deep Learning-Based End-to-end Automatic Contouring and Automated Radiation Therapy Treatment Planning System*. Expo Demo'19.

Invited Talks & Outreach

1. CVPR'26 Jiqizhixin (w/ Ziwei Liu, Mike Zheng Shou, Ruoshi Liu) | [World Model](#), Denver, USA
2. CVPR'26 URVIS Workshop (invited by Zongwei Wu) | [World Model](#), Denver, USA
3. CVPR'26 AGENTIC Workshop (invited by Jinjin Gu) | Game [World Model](#), Denver, USA
4. CVPR'26 AIGENS Workshop (invited by Marcos V. Conde) | Game [World Model](#) for Video Generation, Denver, USA
5. Singapore Vision Day'26 (invited by Gim Hee Lee) | Game [World Model](#) + World Model Panel Discussion (w/ Qi Wu, Angela Dai, Xingang Pan), Singapore
6. ICLR'26 Tencent Booth Talk & Game Session Talk | From AIGC to [World Model](#), Rio, Brazil
7. NUS EE6934 Guest Lecture'26 (invited by Xinchao Wang) | From AIGC to [World Model](#), Singapore
8. AAAI'26 [Generative AI and Intelligent Agents in Low-Level Vision Workshop](#) (invited by Xin Li) | From Creation to Perception: [Generative AI](#) for Content Generation, Singapore
9. [Low-level Vision Community'26](#) (invited by Xiang Chen) | [AIGC-Powered](#) Game Marketing: From Generation to Deployment, Singapore
10. ICCV'25 [AIGENS Workshop](#) (invited by Marcos V. Conde) | From Creation to Perception: [Generative AI](#) for Content Generation, Hawaii, USA

11. **ICLR'25 Open Multimodal Gathering** (invited by Kevin Qinghong Lin) | AI × Gaming: Creative Applications of **AIGC**, Singapore
12. **Tencent Talks'23-26**
 - SPARK Share: From Video Generation to **World Model**, Singapore, 2026
 - Exploring SORA2: Unlocking the Core of **AI Video** Creation (invited by Tencent Programmers Video), 2025
 - **AI Video Generation**: When Wukong meets Yayoi Kusama (invited by Ruidong Wang), 2025
 - **AI Generation**: Inspiring Game Marketing and Development (invited by Botao Li), 2025
 - Applications of **Generative AI** (invited by Jun Lang), 2023
13. **Adobe / Huawei / ByteDance Talks'22-23**
 - Adobe Reading Group: Light Effects Suppression (invited by Eric Kee), 2023
 - Huawei: Visibility Enhancement using **Generative Model** (invited by Michael Bi Mi), 2023
 - Huawei: Image/Video Restoration and **Generation** (invited by Michael Bi Mi), 2023
 - ByteDance: **Diffusion Model** in Image Processing (invited by Hanshu Yan), 2023
 - Huawei: Visibility Enhancement in Nighttime (invited by Michael Bi Mi), 2022
14. **AI TIME Seminar'22-24**
 - Raindrop Clarity: Dual-Focused, Day and Night, 2024
 - Shadow Removal using **Diffusion Model**, 2024
 - Intrinsic Image Decomposition, 2023
 - Unsupervised Image Restoration and **Generation**, 2022

Academic Activities

- **Organizer / Invited Speaker:** CVPR, ICCV, ECCV, ICLR, NTIRE, Jiqizhixin, Singapore Vision Day
- **Reviewer:** TPAMI, IJCV, TIP, TNNLS, TMM, TCSVT, CVIU, ICML (Gold Reviewer), NeurIPS, ICLR, CVPR, ICCV, ECCV, AAAI, ACM MM, ACL, MICCAI, ACCV, IJCAI, IJCNN
- **Teaching Assistant:** EE5731 Visual Computing, EE5904 Neural Networks at NUS
- **Mentored:** 15 interns at Tencent on-site; 2 Ph.D. and 2 M.Sc. students at NUS; CVPR Student Mentor
- **Poster Presentations:** VALSE, 2024; Singapore Vision Day, 2023; AI Research Symposium by AISG, 2023

Skills

Proficient: *Python, PyTorch, L^AT_EX, TensorFlow, ComfyUI, WebUI, C, HTML*
Languages: Mandarin (Native) and English (Professional)