

JINFU WEI

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EDUCATION

Tsinghua University

Master of Electronic Information | GPA: 3.85/4.0 | advised by Prof. Ran Liao

Nanshan District, Shenzhen, China

September, 2022 - July, 2025

- Filed: Artificial Intelligence
- Research interests: Generative Model; Material Textures; Rendering with Deep Learning.

Shanghai Polytechnic University

Bachelor of Software Engineering | GPA: 4.04/5.0 (rank: 2/141)

Pudong New Area, Shanghai, China

September, 2018 - July, 2022

- Shanghai Government Scholarship, 2019; First-class scholarship of Shanghai Polytechnic University, 2020, 2021
- Golden Medal in Guangxi Collegiate Programming Contest (CCPC), 2021
- Brozen Medal in ICPC China Shaanxi National Invitational Programming Contest, 2021

TECHNICAL SKILLS

Programming Languages: Python, C++

Libraries and Tools: Pytorch, Git, Latex, Markdown, Blender, IsaacSim

WORK EXPERIENCE

Algorithm Engineer

Dream Technique, Suzhou, China

July, 2025 - Now

- VLA, RL

Research Intern in Media Innovation Lab

Huawei Cloud Technique, Guangdong, China

May, 2023 - December, 2024

- AIG3D research with Dr. Duan Gao

PROJECTS

- **Grasp Objects with VLA.**
To update. PI series.
- **Sim-To-Real CleanBot RL Follow Wall.**
To update. IsaacLab.
- **3D Face Genreation&Edition, Huawei&Tsinghua.**
 - > **GAN-based.** A StyleGAN-based generative model for 3D faces with physically-based textures. Furthermore, we implemented several editing operations, including meshes and textures.
 - > **Diffusion-based.** A few-shot framework to generate various physically-based facial assets. We keep the diversity inherent in the pre-trained text-to-image LDM and transform it into 3D faces with only 36 union topology faces as training data, which can also extend to faces with different topologies.
- **Diffusion-based Material Genreation, Huawei&Tsinghua.**
A LDM to generate tileable PBR materials. The model keeps its diversity inherent in the pre-trained text-to-image LDM and supports various manipulations based on ControlNet, IP-Adapter, etc.
- **Models' Watermark for Point Cloud Diffusion Models, Huawei&Tsinghua.**
A new pipeline to integrate the watermark into the denoising process in DDPM, which makes all the generated point clouds with a fixed watermark and keeps the original generation ability of DDPM.
- **Texture Generation for Given 3D meshes, Huawei&Tsinghua.**
Explore the PBR texture generation for 3D objects, involving multi-view image generation, SDS, ...

SELECTED PUBLICATIONS

- Few-Shot 3D Face Generation via a Controllable Diffusion Model Guided by Text and Images
Jinfu Wei, Zheng Zhang, Ran Liao, Duan Gao. [ICME 2025](#)
- UnifaceGAN: Unified Latent Space for Generating and Editing 3D Face
Jinfu Wei*, Zheng Zhang*, Qinchuan Zhang, Ran Liao, Duan Gao. [ICASSP 2025](#)
- DreamPBR: Text-driven Generation of High-resolution SVBRDF with Multi-modal Guidance
Linxuan Xin, Zheng Zhang, Zhiyi Pan, Jinfu Wei, Wei Gao, Duan Gao. [ICME 2025](#)
- Dual-Process Watermarked Diffusion: Integrating Watermarking with Denoising in Point Clouds
Jinfu Wei*, Heng Chang*, Xiaohang Liu*, Li Liu, Shiji Zhou, Chengyuan Li, Di Xu, Wei Gao, Ran Liao. [ICASSP 2025](#)
- Implanting Robust Watermarks in Latent Diffusion Models for Video Generation
Xiaohang Liu*, Heng Chang*, Jinfu Wei, Lei Zhu, Li Liu, Likun Li, Shiji Zhou, Chengyuan Li, Di Xu, Wei Gao. [ICASSP 2025](#)

LANGUAGE

- **Chinese:** Native Speaker; **English:** Working Knowledge, IELTS(A): 6.5;