

Stanford



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Ph.D. Student in Computer Science, admitted Autumn 2023

Bio

BIO

I'm a CS Ph.D. student at Stanford, advised by Prof. Jiajun Wu. My research lies at the intersection between Graphics, 3D Vision, and Machine Learning. Previously, I got my bachelor's degree in Computer Science at the School of Computer Science and Chu Kochen Honors College, Zhejiang University. During my undergraduate, I was fortunate to work closely with Prof. Xiaowei Zhou and Prof. Jiajun Wu on several research projects.

You can find more information on my homepage: <https://chen-geng.com>

EDUCATION AND CERTIFICATIONS

- B.Eng.(Honours), Zhejiang University , Computer Science (2023)

LINKS

- Homepage: <https://chen-geng.com>

Publications

PUBLICATIONS

- **Anymate: A Dataset and Baselines for Learning 3D Object Rigging**
Deng, Y., Zhang, Y., Geng, C., Wu, S., Wu, J.
edited by Spencer, S. N.
ASSOC COMPUTING MACHINERY.2025
- **Birth and Death of a Rose**
Geng, C., Zhang, Y., Wu, S., Wu, J., IEEE COMPUTER SOC
IEEE COMPUTER SOC.2025: 26102-26113
- **Category-Agnostic Neural Object Rigging**
He, G., Geng, C., Wu, S., Wu, J., IEEE COMPUTER SOC
IEEE COMPUTER SOC.2025: 22078-22088
- **Relightable and Animatable Neural Avatar from Sparse-View Video**
Xu, Z., Peng, S., Geng, C., Mou, L., Yan, Z., Sun, J., Bao, H., Zhou, X., IEEE COMPUTER SOC
IEEE COMPUTER SOC.2024: 990-1000
- **Implicit Neural Representations With Structured Latent Codes for Human Body Modeling.** *IEEE transactions on pattern analysis and machine intelligence*
Peng, S., Geng, C., Zhang, Y., Xu, Y., Wang, Q., Shuai, Q., Zhou, X., Bao, H.
2023; 45 (8): 9895-9907

- **Tree-Structured Shading Decomposition**

Geng, C., Yu, H., Zhang, S., Agrawala, M., Wu, J., IEEE
IEEE COMPUTER SOC.2023: 488-498

- **Learning neural volumetric representations of dynamic humans in minutes** *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition*

Geng, C., Peng, S., Xu, Z., Bao, H., Zhou, X.
2023: 8759-8770

- **Novel View Synthesis of Human Interactions from Sparse Multi-view Videos** *SIGGRAPH '22: ACM SIGGRAPH 2022 Conference Proceedings*

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