

RUNDI WU

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EDUCATION

Columbia University, New York, U.S. 2020.09 -

PhD student, Department of Computer Science, School of Engineering and Applied Science

Advisor: Prof. Changxi Zheng

GPA: 4.22 / 4.33

Peking University, Beijing, China 2016.09 - 2020.07

B.S., Department of Computer Science, School of Electronic Engineering and Computer Science

Turing Class, an elite program

Advisor: Prof. Baoquan Chen

GPA: 3.67 / 4.00

WORK EXPERIENCE

Google Research, San Francisco 2023.05 - 2023.08

Student Researcher, working with Ben Mildenhall and Aleksander Holynski

Pixel Lab, Tencent America, New York 2022.06 - 2022.08

Graphics Research Intern, working with Ran Zhang

PUBLICATIONS

ReconFusion: 3D Reconstruction with Diffusion Priors

Rundi Wu*, Ben Mildenhall*, Philipp Henzler, Keunhong Park, Ruiqi Gao, Daniel Watson, Pratul P. Srinivasan, Dor Verbin, Jonathan T. Barron, Ben Poole, Aleksander Holynski*

* Denotes equal contribution

arXiv 2023

Sin3DM: Learning a Diffusion Model from a Single 3D Textured Shape

Rundi Wu, Ruoshi Liu, Carl Vondrick, Changxi Zheng

ICLR 2024

Zero-1-to-3: Zero-shot One Image to 3D Object

Ruoshi Liu, **Rundi Wu**, Basile Van Hoorick, Pavel Tokmakov, Sergey Zakharov, Carl Vondrick

ICCV 2023

Implicit Neural Spatial Representations for Time-dependent PDEs

Honglin Chen*, **Rundi Wu***, Eitan Grinspun, Changxi Zheng, Peter Yichen Chen

* Denotes equal contribution

ICML 2023

Learning to Generate 3D Shapes from a Single Example

Rundi Wu, Changxi Zheng

SIGGRAPH Asia 2022 (Journal Track)

Dynamic Sliding Window for Realtime Denoising Networks

Jinxu Xiang, Yuyang Zhu, Rundi Wu, Ruilin Xu, Yuko Ishiwaka, Changxi Zheng
ICASSP 2022

DeepCAD: A Deep Generative Network for Computer-Aided Design Models

Rundi Wu, Chang Xiao, Changxi Zheng
ICCV 2021

Listening to Sounds of Silence for Speech Denoising

Ruilin Xu, Rundi Wu, Yuko Ishiwaka, Carl Vondrick, Changxi Zheng
NeurIPS 2020

Multimodal Shape Completion via Conditional Generative Adversarial Networks

*Rundi Wu**, *Xuelin Chen**, *Yixin Zhuang*, *Baoquan Chen*

* Co-first authors: authors contributed equally
ECCV 2020 spotlight

PQ-NET: A Generative Part Seq2Seq Network for 3D Shapes

Rundi Wu, Yixin Zhuang, Kai Xu, Hao Zhang, Baoquan Chen
CVPR 2020

Learning Character-Agnostic Motion for Motion Retargeting in 2D

Kfir Aberman, Rundi Wu, Dani Lischinski, Baoquan Chen, Daniel Cohen-Or
ACM SIGGRAPH 2019

ACADEMIC SERVICE

Reviewers for SIGGRAPH (2022), SIGGRAPH Asia (2020, 2022, 2023), NeurIPS (2021, 2022), ICLR (2022, 2023, 2024), CVPR (2023, 2024), ICML (2023), TVCG.

TEACHING EXPERIENCES

Teaching Assistant, Columbia University 2023.02 - 2023.05
COMS W4732, Computer Vision II: Learning
Instructor: Prof. Carl Vondrick

Teaching Assistant, Columbia University 2022.09 - 2022.12
COMS W4731, Computer Vision I: First Principles
Instructor: Prof. Shree Nayar

OPEN SOURCE PROJECTS

TensorLayer 2.0, a TensorFlow-based deep learning and reinforcement learning library designed for researchers and engineers.

Contributor for version 2.0 initial development.

<https://github.com/tensorlayer/tensorlayer>

HONORS & IMPORTANT AWARDS

1. Columbia SEAS Dean's Fellowship 2020, Columbia University
2. Peking University Scholarship Second Prize in the academic year of 2018-2019, Peking University
3. "Mount Qomolangma Climbing" Scholarship in the academic year of 2017-2018, Peking University

4. “Founder Group” Scholarship in the academic year of 2016-2017, Peking University
5. Merit Student in the academic year of 2016-2017 and 2018-2019, Peking University