

Zhihao Liu

Chiba, Japan | liuzh96@outlook.com | <https://ryuzh hao123.github.io>

Resume

Hi! This is Zhihao from China. I created this CV mainly to provide detailed information for my past experiences.

Education

The University of Tokyo, PhD Student in Complexity Sci.&Eng. Apr 2023 – now

- Supervisor: Prof. [Naoto Yokoya](#).

University of Chinese Academy of Sciences, Msc in Computer Science 2018 – 2021

- "Double First-class" Elite University Club, selected by Ministry of Education of China.
- GPA: 3.67/4.0

Northwest A&F University, BEng in Computer Science 2014 – 2018

- "Project 985" & "Double First-class" Elite University Club, selected by Ministry of Education of China.
- GPA: 3.75/4.0 (consistently ranked 1st for 4 years)

Employment

RIKEN AIP 2023-now

Junior Research Assistant, at [Geoinformatics Team](#).

- Work on data-driven 3D generation and reconstruction under the supervision of [Prof. Yokoya](#).

Tencent (Shenzhen) 2021-22

Graphics Researcher, at Game AI Research Center, Tencent IEG.

- During this period, I was engaged in the development of 3D facial motion capture techniques.

The Hong Kong University of Science and Technology (HKUST). 2022

Student (dropout immediately)

- I was a doctoral student with a full scholarship (HK\$ 18,760/month) at the Dept. of CSE, HKUST. However, due to a family matter, I moved to UTokyo after six months of study at HKUST. I deeply appreciate and love both Tokyo and Hong Kong, as well as the people I met there.

Publications

* denotes joint first authors.

[8] [Zhihao Liu](#), [Zhanglin Cheng](#), [Naoto Yokoya](#). "Neural Hierarchical Decomposition for Single Image Plant Modeling." IEEE/CVF Computer Vision and Pattern Recognition Conference (CVPR). 2025.

[7] [Zhihao Liu](#), ..., [Naoto Yokoya](#). "DeepTreeSketch: Neural Graph Prediction for Faithful 3D Tree Modeling from Sketches." ACM CHI conference on Human Factors in Computing Systems (CHI). 2024.

[6] [Y. Li*](#), [Zhihao Liu*](#) (equal contribution), [Bedrich Benes](#), ... "SVDTree: Semantic Voxel Diffusion for 3D Tree Generation." IEEE/CVF Computer Vision and Pattern Recognition Conference (CVPR). 2024.

[5] [D. Wu](#), [M. Yang](#), [Zhihao Liu](#), ... "VRTree: Example-Based 3D Interactive Tree Modeling in Virtual Reality." Computer Graphics Forum (CGF). 2023.

[4] [Zhihao Liu](#), [Fanxing Zhang](#), [Zhanglin Cheng](#). "BuildingSketch: Freehand Mid-Air Sketching for Building Modeling." IEEE International Symposium on Mixed and Augmented Reality (ISMAR). 2021.

[3] [F. Zhang*](#), [Zhihao Liu*](#) (equal contribution), [Z. Cheng](#), [O. Deussen](#), [Baoquan Chen](#), [Yunhai Wang](#). "Mid-Air Finger Sketching for Tree Modeling." IEEE Conference on Virtual Reality and 3D User Interfaces (VR). 2021.

[2] [Zhihao Liu](#), [J. Guo](#), [Y. Wang](#), [Oliver Deussen](#), [Z.Cheng](#). "Single Image Tree Reconstruction via Adversarial Network." Graphical Models (GM). 2021.

[1] *Zhihao Liu, ..., Oliver Deussen, Z. Cheng, D. Wang.* "Interactive Modeling of Trees using VR Devices." IEEE International Conference on Virtual Reality and Visualization (ICVRV). 2019.

Projects

Please refer to [\[this page\]](#) to see more personal projects.

Miscellaneous

Languages: Chinese(native), English(fluent), Japanese(intermediate).

Programming skills: C++ (main coding language), OpenGL, DirectX. | C#, Unity. | Python, Pytorch.

Hobbies: Painting (Manga); League of Legends; Genshin.