Yufan Deng

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EDUCATION

• Hong Kong University of Science and Technology (HKUST) BEng in Computer Science, Minor in Mathematics	09/2021 - Present Hong Kong
• GPA: 4.19/4.30, Rank: 1 out of 136	
 Graduate-level Course: COMP5214 Advanced Deep Learning Architecture, COMP 5212 Machine Learning, COMP6211E Optimization for Machine Learning 	ng
Stanford University	06/2024 - 09/2024
Summer Research	Stanford, CA
• École Polytechnique Fédérale de Lausanne (EPFL)	02/2024 - 06/2024
Exchange	Lausanne, Switzerland
∘ GPA: 5.5/6.0	
 Graduate-level Course: CS552 Modern Natural Language Processing 	
• Shenzhen Middle School	09/2018 - 06/2021
High School	Shenzhen, China
• GPA: 4.32/4.45	
PUBLICATIONS	* DENOTES EQUAL CONTRIBUTION
[1] <u>Yufan Deng</u> *, Ruida Wang*, Yuhao Zhang*, Yu-Wing Tai, Chi-Keung Tang. "Drag	Video: Interactive

[2] <u>Yufan Deng</u>*, Yuhao Zhang*, Chen Geng, Shangzhe Wu, Jiajun Wu. "Anymate: A Dataset and Baselines for Learning 3D Object Rigging". Under Review: *IEEE/CVF Conference on Computer Vision and Pattern Recognition* (*CVPR*). 2025.

Drag-style Video Editing". In: European Conference on Computer Vision (ECCV). 2024.

Research Experience

• Anymate: A Dataset and Baselines for Learning 3D Object Rigging 🛽	06/2024 - 11/2024
Stanford Vision and Learning Lab 🖸	Stanford, CA
Advisor: Prof. Jiajun Wu (Stanford), Prof. Shangzhe Wu (Cambridge)	
 Curated Anymate Dataset, a large-scale dataset of 178K 3D assets with rigging and skinning times larger than existing datasets. 	g information—over 50

- Developed *Anymate Model*, a scalable transformer-based framework to learn auto-rigging from the large-scale dataset.
- Significantly outperformed existing methods, achieved accurate bone skeletons and skinning weights for realistic animations, and submitted to CVPR2025.

06/2023 - 02/2024

Hong Kong

• DragVideo: Interactive Drag-style Video Editing 🖒

Hong Kong University of Science and Technology

Advisor: Prof. Chi-Keung Tang (HKUST), Prof. Yu-Wing Tai (Dartmouth)

- Proposed *DragVideo*, the first framework lifting the drag-style editing from 2D images to videos.
- Addressed video quality issues by employing Low-Rank Adaptation (LoRA) and Mutual Self-Attention mechanism.
- \circ Developed a web UI, conducted analytical experiments, and published in ECCV2024.

HONORS AND AWARDS

HKSAR Government Scholarship	09/2022 - 2025
• Tin Ka Ping Scholarship (Exchange)	05/2024
 HKUST Alumni Endowment Fund High Flyers Program Scholarship 	09/2023
Tse Cheuk Ng Tai Scholarship	08/2023
• Dean's List for 5/5 semester	01/2022-2024

ADDITIONAL RELEVANT EXPERIENCE

 Research Assistant Visual Intelligence Lab, HKUST ☑ Assisted in field survey for AI Generated Content project. 	03/2024 - 06/2024 Remote
• Experimented with various latest generative models for image, video, audio, and speech.	
 Teaching Assistant COMP2211 (Exploring Artificial Intelligence), HKUST Prepared three lab assignments for KMeans, MLP, and CNN. 	07/2023 - 08/2023 Hong Kong
 Research Assistant Smart Lab, HKUST Assisted projects related to deep learning for medical images, specifically the fundus image. Focused on synthetic data augmentation, quality-aware model, and multi-task model. COURSE PROJECTS 	06/2022 - 05/2023 Hong Kong
• EduGPT - DPO is all you need 🛛	02/2024 - 05/2024
CS552 Modern Natural Language Processing Project at EPFL	Lausanne, Switzerland
DiffAdv: Generating an Adversarial Example for Any Given Image Using Diffusion Models 🖄	09/2023 - 12/2023
COMP5212 Machine Learning Project at HKUST	Hong Kong
• Music Generation Conditioned on Emotion 🗹	02/2023 - 06/2023
COMP5214 Advanced Deep Learning Architecture Project at HKUST	Hong Kong
Skills	

• Programming Languages: Python (Skilled), Java (Skilled), C++ (Skilled), PHP (Basic), SQL (Basic), C (Basic)

- Deep Learning Toolkits: Pytorch, Hugging Face Libraries
- Miscellaneous: LaTeX, Linux, Git, Matlab, MS Office, Adobe

ADDITIONAL INFORMATION

Languages: Mandarin (Native), English (Proficient) Interests: Piano performance, Frisbee, Badminton