

Xianglong He

✉ hxl23@mails.tsinghua.edu.cn

🔗 [Google Scholar](#)

🔗 [XianglongHe.github.io](#)

EDUCATIONS

Shenzhen International Graduate School, Tsinghua University	2023 — 2026
<i>M.Eng in Computer Technology</i>	GPA 3.83 / 4
Advisor: Prof. Chun Yuan	Rank 12 / 75
Current Focus: 3D Generation (assets, scenes, videos, etc.)	

Ocean University of China	2019 — 2023
<i>B.E. in Computer Science and Technology</i>	Grades 96.57 / 100
	Rank 4 / 269

PUBLICATIONS

Video Generation-based World Model

- **Matrix-Game 2.0: An Open-Source, Real-Time, and Streaming Interactive World Model**
Xianglong He*, Chunli Peng*, Zexiang Liu*, Boyang Wang*†, ..., Yang Liu‡, Eric Li‡, Yahui Zhou [Project Page](#)
· a generative model for high-quality minute-level videos across diverse scenes at 25 FPS. [Tech Report](#)
- **DeepVerse: 4D Autoregressive Video Generation as a World Model**
· a novel generalizable 4D interactive world model. [arXiv 2025](#)

3D Vision

- **Faithful Contouring: Near-Lossless 3D Voxel Representation Free from Iso-surface**
Yihao Luo*, Xianglong He*, ...
· a sparse and flexible voxelized representation, supporting high-res fidelity for arbitrary meshes. [arXiv 2025](#)
- **ShapeGen: Towards High-Quality 3D Shape Synthesis**
Yangguang Li*, Xianglong He*, Zi-Xin Zou, Zexiang Liu, Wanli Ouyang, Ding Liang, Yan-Pei Cao
· a next-gen 3D shape generation diffusion model. [Siggraph Asia 2025](#)
- **MeshCraft: Exploring Efficient and Controllable Mesh Generation with Flow-based DiTs**
Xianglong He, Junyi Chen, Di Huang, Zexiang Liu, Xiaoshui Huang, Wanli Ouyang, Chun Yuan†, Yangguang Li†
· an efficient and controllable native mesh generation method utilizing continuous diffusion model. [arXiv 2025](#)
- **SparseFlex: High-Resolution and Arbitrary-Topology 3D Shape Modeling**
Xianglong He*, Zi-Xin Zou*, Chia-Hao Chen, Yuan-Chen Guo, Ding Liang, Chun Yuan†, Wanli Ouyang, Yan-Pei Cao, Yangguang Li† [Project Page](#)
· Introduce sparse structured SparseFlex and Frustum Voxel Training Strategy for super high-resolution VAE. [ICCV 2025 \(Oral, 0.57%\)](#)
- **GVGEN: Text-to-3D Generation with Volumetric Representation**
Xianglong He*, Junyi Chen*, Sida Peng, Di Huang, Yangguang Li, Xiaoshui Huang, Chun Yuan†, Wanli Ouyang, and Tong He† [Project Page](#)
· Propose 3D representation GaussianVolume, and introduce a two-stage native 3D generation methods. [ECCV 2024](#)
- **PonderV2: Pave the Way for 3D Foundataion Model with A Universal Pre-training Paradigm**
· a universal 3D pre-training paradigm via differentiable rendering. [T-PAMI](#)
- **NOVA3D: Normal Aligned Video Diffusion Model for Single Image to 3D Generation**
· Image-to-3D via video generation and normal prior [ICME 2025 \(Best Paper Candidate, 0.40%\)](#)

AI Security

- **Enhancing the Transferability via Feature-Momentum Adversarial Attack**
Xianglong He, Yuezun Li, Haipeng Qu, Junyu Dong [Computers & Security](#)
· Propose a transferable black-box attack method via the introduced feature-momentum guidance map.

Meta-learning

- **Learn to Learn Consistently for Few-Shot Image Classification**
· a model-agnostic meta-learning framework via self-distilling. [arXiv 2024](#)

SELECTED AWARDS

- | | |
|--|------------|
| • National Scholarship, Tsinghua University | 2025 |
| • CCF Elite Collegiate Award, China Computer Federation | 2021 |
| • First Prize (Rank 5/2136), National College Student Information Security Contest | 2021 |
| • Second Prize, China Graduate Contest on Cyber Security | 2022 |
| • Second Prize, Lanqiao Programming Designing Contest (Python, C++) | 2022, 2020 |

MISC

- **Services:** Reviewer for SIGGRAPH ASIA 2025, T-CSVT, MIR.
- **Language:** Mandarin (Native); English (Fluent, IELTS: 7.0 (LRWS: 7876), CET-6: 600/710)
- **Programming:** Python, C++, LaTeX, Github ~3K Stars