

Jian-Kai Zhu

✉ jack111331@gmail.com 8 Jian-Kai Zhu 🌐 <https://jack111331.github.io/BlogPage/>

Experiences

Institute of Information Science, Academia Sinica **Taipei, Taiwan**
Research Assistant | Supervisor: Dr. Jen-Chun Lin *Sep 2023 - Present*
Develop novel motion priors and text-guided autoregressive motion generation frameworks for body-part-aware text-to-motion generation.
Maintain lab servers, storage, and internet services.

One Stop Studio **Taipei, Taiwan**
Intern Software Engineer *Sep 2021 - June 2023*
Develop Blender cores and tools for landscape designers to perform Building Information Modeling (BIM).

International Trust Machines **Taipei, Taiwan**
Intern Software Engineer *July 2019 - Sep 2019*
Develop and maintain a Blockchain application server to store massive IoT data and efficiently verify data integrity.

Education

National Taiwan University **Taipei, Taiwan**
M.S. in Computer Science *Sep 2021 - June 2023*
Advisor: Prof. Yung-Yu Chuang.
Thesis: Full-body Image Inversion on GAN Latent Space with Improved Training Procedure
GPA: 4.18/4.3

National Taiwan Normal University **Taipei, Taiwan**
B.Eng. in Computer Science *Sep 2017 - June 2021*
GPA: 4.2/4.3, Ranking: 1/53 (Top 5%)
Honors: Dean's List Award × 4 (F'17, S'18, F'18, S'19)

Standard Tests

TOEFL iBT *Aug 2025*
97 out of 120 (R28, L23, S20, W26)

Publications

Tai-Chi: Text-to-Motion Generation with Locality-Aware Bipartite Body-Part Motion Prior
Jian-Kai Zhu, Wen-Li Wei, Jen-Chun Lin
in press of Computers & Graphics 2026.

StyleFaceUV: a 3D Face UV Map Generator for View-Consistent Face Image Synthesis

Wei-Chieh Chung*, [Jian-Kai Zhu*](#), I-Chao Shen, Yu-Ting Wu, Yung-Yu Chuang (*: joint first authors)

in proceeding of British Machine Vision Conference (BMVC) 2022

Skills & Research Interests

Skills: Python, PyTorch, Blender, ROS, C++, OpenGL, DirectX, Vulkan, Rust

Research interests: **Human motion generation**, **Computer graphics**, **Computer vision**, Machine learning, Robotics

Lowering the technical barrier of human motion design between professional animators and ordinary people is my ultimate goal.

Awards

Dean's List Award

at NTNU CSIE (For top 5% students); 4× Recipient *Fall'17, Spring'18, Fall'18, Spring'19*