Wenqi Wang

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EDUCATION

Tsinghua University
2020 - 2024 | B.Eng. in Computer Science and Technology | (GPA: 3.79/4.0)

Boston University
2024 - 2029 expected | Ph.D. student in Computer Science | advisor: **Boqing Gong**

EXPERIENCE

Research Intern — Nov. 2024 - May. 2025
Microsoft Research, Deep Learning Group — Mentored by **Reuben Tan**
– Developed a comprehensive spatial intelligence evaluation benchmark for Vision-Language Models.

Research Assistant — Jun. 2023 - Feb. 2024
GrUVi Lab, Simon Fraser University — Advised by **Prof. Hao (Richard) Zhang**
– Single-view 3D reconstruction by predicting sliced images of an object using diffusion models.

Research Intern — Sept. 2022 - Mar. 2023
Megvii Research, Vision Model Group — Mentored by **Tong Yang**
– Explored on the variational auto-encoders and diffusion models for image generation.
– Contributed to the open source project and community.

Teaching Assistant: Calculus A — Mar. 2021 - Jun. 2021

PROJECTS

AI Gaming Platform & Agent Competition Games — Link
Develop agent competition games and maintain website where students can submit their agents to fight.

Conditional Image Generation based on Jittor — Link
A model course project of Fundamentals of Computer Graphics.

Voxel Art in Taichi Language — Link
A little ray-traced Taichi rendered voxel-art in 180 lines.

PUBLICATIONS

Yizhi Wang, Wallace Lira, **Wenqi Wang**, Ali Mahdavi-Amiri, Hao Zhang, *Slice3D: Multi-Slice, Occlusion-Revealing, Single View 3D Reconstruction*, **CVPR2024**, arXiv: 2312.02221

Wenqi Wang, Reuben Tan, Pengyue Zhu, Jianwei Yang, Zhengyuan Yang, Lijuan Wang, Andrey Kolobov, Jianfeng Gao, Boqing Gong, *SITE: towards Spatial Intelligence Thorough Evaluation*, **ICCV2025**, arXiv: 2505.05456

HONORS AND AWARDS

Social Work Excellence Scholarship — Tsinghua University, 2023
Social Practice Excellence Scholarship — Tsinghua University, 2021
Exllence Entrance Scholarship — Tsinghua University, 2020

SKILLS

Language — C/C++, Python, Java, Javascript, Bash, SQL, SystemVerilog
Tools — Pytorch, Tensorflow, Unity, Blender, Git, CMake
Misc — Photography, Soccer, Harmonica