

Zhengdong Hong

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EDUCATION

Zhejiang University

Ph.D. in Computer Science, State Key Laboratory of CAD&CG at Zhejiang University

B.Sc. in Electrical and Electronics Engineering; Rank: 1/48

Hangzhou, China

Sep 2021 – Jun 2026

Sep 2017 – Jun 2021

Electrical Engineering Excellence Program: I spent 6 days a week in hardware design and debugging laboratory, independently learning and building embedded hardware and software systems.

RESEARCH EXPERIENCE

University of California, San Diego, [Prof. Hao Su's Group](#)

UC San Diego, USA

Visiting Student

Aug 2023 – Dec 2024

- Independently lead the project *Learning Particle-based World Model from Human for Dexterous Manipulation* in Prof. Hao Su's group.
- Published a first-author IROS 2024 paper *EasyHeC++: Fully Automatic Hand-Eye Calibration with Pretrained Image Models*, advised by [Prof. Hao Su](#).
- Responsible for hardware design and maintenance in [Prof. Hao Su's Group](#) since November, 2023.

Zhejiang University

Hangzhou, China

3D computer vision (dynamic scene reconstruction)

Sep 2021 – Aug 2023, Jan 2025 – now

- Independently published a first-author ECCV 2024 paper *Free-Viewpoint Video of Outdoor Sports Using a Flying Camera* [project page](#), which is focused on human pose estimation and 4D scene reconstruction.

AWARDS

Championship in 8th Texas Instrument Electronic Design Competition

Zhejiang, China

Ranking: 1/1847 (TI Cup, Highest Award)

Nov 2020

- In 2020, I lead my team and championed 8th Texas Instrument (TI) Electronic Design Competition, where I lead the whole process of the design and evaluation of Amplifier Nonlinear Harmonic Distortion Analysis System.

PUBLICATIONS

- Zhengdong Hong**, Yulin Liu, Haowen Hou, Bo Ai, Jun Wang, Tongzhou Mu, Yuzhe Qin, Jiayuan Gu, Hao Su, *Learning Particle-based World Model from Human for Dexterous Manipulation*, in Submission.
- Zhengdong Hong**, Guofeng Zhang, *Learning Human-Object Interaction Priors for Dexterous Manipulation*, AAAI 2026 (Oral).
- Liangzhi Shi, Yulin Liu, Lingqi Zeng, Bo Ai, **Zhengdong Hong**, Hao Su, *Learning Adaptive Dexterous Grasping from Single Demonstrations*, IROS 2025 (Oral). [project page](#)
- Zhengdong Hong**, *Free-Viewpoint Video of Outdoor Sports Using a Flying Camera*, ECCV 2024. [project page](#)
- Zhengdong Hong**, Kangfu Zheng, Linghao Chen, Hao Su, *EasyHeC++: Fully Automatic Hand-Eye Calibration with Pretrained Image Models*, IROS 2024 (Oral). [project page](#)

HARDWARE SYSTEMS

I have **both software and hardware** skills, which enables me to independently build several complete systems for Prof. Hao Su's Lab, including algorithm, hardware and system design. [see details](#).

- Su Lab's first mobile manipulator** equipped with a xArm and an ability hand (onboard power supply).
- Dexterous manipulation platform** with 2 xArm7 and 2 ability hands for articulated object manipulation.

HARDWARE SKILLS

I have plenty of hardware experiences, [see details here](#). Here are some of my hardware skills:

- Electronics:** electronic design, PCB design, PSpice electronic simulation, power design.
- Embedded systems:** DSP, PLC, other microcomputers (STM32, MSP430, etc.)
- Hardware debugging and electronic design for Labs**, [see this document for details](#).