

# Shu Pu

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## EDUCATION

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Sep 2022- Jun 2026 (Expected)    Huazhong University of Science and Technology    Computer Science and Technology  
**Grade:** 4.14/5, Rank: 12/35  
**Degree:** Bachelor of Engineer  
**Major:** Excellent engineer in Computer Science and Technology

## Publication

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- **ICLR'25** Dongping Chen \*, Ruoxi Chen \*, **Shu Pu** \*, ···, Ranjay Krishna, Yao Wan. *ISG-Bench: Interleaved Scene Graph for Text-to-Image Generation Assessment* [PDF]
- Haojie Zheng \*, Tianyang Xu \*, Hanchi Sun, **Shu Pu**, Ruoxi Chen, Lichao Sun. *Thinking Before Looking: Improving Multimodal LLM Reasoning via Mitigating Visual Hallucination* [PDF]

## Experience

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### Research Internship in HUST, Supervised by Associate Professor Yao Wan

Part-time, Research Intern

June 2024 – Present

- Research on unified generation models and their interleaved generation capabilities. We propose a benchmark **ISG-Bench** focusing on evaluating the model's interleaved image-text generation capability and propose a brand-new evaluation metrics for interleaved context using scene graph.
- *MLLM as a judge++* [Proposal], **In Progress**

### Summer Internship in ShangHai, Supervised by Teaching Professor Raja Sooriamurthi

Full-time, Research Intern

Aug 2024

- Become involved in the research area and do a data analysis project.

## Research Interests

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### 3D Physical World Perception and Generation    Computer Vision, Course Project

- Conducted a self-directed survey on 3D perception and generation. *Survey link* [PDF]
- Explored 3D Gaussian Splatting by diving into its code and learning CUDA programming to gain a comprehensive understanding of the technique.

## Skills

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**Language:** Mandarin (native), English (TOFEL 102).

**Research Abilities:** Proficient in coding and programming using python, C++, CUDA; Knowledge and experience in Multi-modal Perception, Diffusion models, 3DGS, LLM-based Agents and prompt engineering.

**Interesting Field:** Besides all the research I did, I'm also a motivated Computer Graphics learner, especially in 3D AIGC. I believe it is much more worthwhile to integrate AI into our daily use.

## Others

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Research is not all I need.

**Hobbies:** Football, Swimming, R&B.