

Kenneth Yang

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RESEARCH INTERESTS

My research focuses on 3D computer vision and generative video modeling, particularly for understanding and modeling real-world scenes from images and videos. I am interested in building visual systems that can model and reason over long temporal contexts, recover the structure of the physical world, and predict or generate changes in complex environments.

EDUCATION

- **National Taiwan University** Taipei, Taiwan
M.S. in Communication Engineering (Data Science Group) Sep 2024 – Present
 - Advisor: [Yu-Chiang Frank Wang](#)
 - Overall GPA: 4.14/4.3
- **National Tsing Hua University** Hsinchu, Taiwan
B.S. in Computer Science Sep 2020 – Jun 2024
 - **Outstanding Academic Achievement Award** (Top 5%) × 2
 - Last 60 GPA: 4.24/4.3

RESEARCH EXPERIENCE

- **Vision & Learning Lab, National Taiwan University** Taipei, Taiwan
Research Assistant with [Prof. Yu-Chiang Frank Wang](#) Sep 2024 – Present
 - **Research Areas: 3D Reconstruction, Video Generation**
 - Investigating memory mechanisms for long-video generation.
 - Developing self-supervised strategies to improve the robustness of 3D foundation models to generative-scene artifacts.
 - Introduced a decomposition framework that unifies and improves long-horizon 3D reconstruction [1].
- **Multimedia Technologies Lab, Academia Sinica IIS** Taipei, Taiwan
Summer Research Intern / Research Assistant with [Dr. Jen-Chun Lin](#) Jul 2023 – Sep 2024
 - **Research Areas: Cross-Modal Modeling, Efficient Learning**
 - Developed music-conditioned generative video colorization from audio signals.
 - Proposed a gradient-free method to identify salient parameters for efficient fine-tuning [2], [3].
 - Developed music-to-dance pose retrieval from audio snippets [4].

PUBLICATIONS

- [1] **Kenneth Yang**, Yu-Chiang Frank Wang. “HIST3R: Rectified State Decomposition from History for Streaming 3D Reconstruction.” *Under Submission*. 2026
- [2] **Kenneth Yang**, Wen-Li Wei, Jen-Chun Lin. “GD-FPS: Growth-Driven Feedforward Parameter Selection for Efficient Fine-Tuning.” *arXiv preprint*.  2026
- [3] **Kenneth Yang**, Wen-Li Wei, Jen-Chun Lin. “FPS: Feed-Forward Based Parameter Selection for Efficient Fine-Tuning.” *Conference on Neural Information Processing Systems (NeurIPS), COML Workshop*, 2025, Poster. 

- Bo-Wei Tseng, **Kenneth Yang**, Yu-Hua Hu, Wen-Li Wei, Jen-Chun Lin. “Music-to-Dance Poses: Learning to Retrieve Dance Poses from Music.” *IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)*, 2024, **Oral Presentation**. 
- [4]

TEACHING EXPERIENCE

- **Graduate Teaching Assistant, National Taiwan University** Taipei, Taiwan
Deep Learning for Computer Vision [\[link\]](#) Fall 2025
 - This is a graduate-level course for the EECS Department, with more than 250 students enrolled.
 - Held discussion sessions and office hours, designed assignments, graded coursework, and guided course projects.

SKILLS

Python, PyTorch, C/C++