

CHUCHENG XIANG

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WeChat: chucheng_xiang · Age: 24 · Hometown: Nanping, Fujian

Degree: Master's Student · Major: Computational Mathematics



ABOUT ME

Master's student in Computational Mathematics, focusing on LLM-driven 3D content generation research. First author of a paper accepted by AAAI, recipient of the National Scholarship. Equipped with solid mathematical foundations and engineering capabilities.

EDUCATION

M.S.: University of Science and Technology of China (USTC) Sep. 2024 - Jun. 2027 (Expected)
School of Mathematical Sciences
Lab: Graphics & Geometric Computing Laboratory (GCL Lab)
Advisor: Prof. Ligang Liu

B.S.: University of Science and Technology of China (USTC) Sep. 2020 - Jun. 2024
School of Mathematical Sciences
GPA: 3.74 / 4.3, Major GPA: 3.9 / 4.3, Top 20%

PUBLICATIONS

Co-Layout: LLM-driven Co-optimization for Interior Layout

Proposed a co-optimization method for room layout that integrates large language models with integer programming, addressing conflicts between room and furniture layouts in traditional two-stage pipelines. Accepted by AAAI 2026. **First Author.**

Scene Layout via Conceptual Design

Designed an LLM-driven multi-agent framework that simulates hierarchical conceptual design processes, enabling automatic text-to-scene generation. Accepted by *Shape Modeling International (SMI) 2025*. **Second Author.**

EXPERIENCE

Tencent Inc., Shenzhen, China Aug. 2025 - Present
Algorithm Research Intern | Autoregressive Game Scene Generation
Researching instruction-following scene generation algorithms, exploring the application of autoregressive models in game scene generation.

Tencent Inc., Shenzhen, China Jul. 2024 - Sep. 2024
Algorithm Research Intern | Spark Program Project
Researched LLM multi-agent-driven building generation algorithms.

HONORS & AWARDS

- National Scholarship (2025)
- Chiang Chen Scholarship (2024)
- First-Class Academic Scholarship for Graduate Students (2024-2025)
- Outstanding Graduate of USTC (2024)
- Outstanding Student Scholarship of USTC (2021-2023)
- Chinese Mathematics Competitions (Type A), Provincial First Prize (2022)
- Outstanding Student Leader of USTC (2022)

SKILLS

- Programming Languages: Python, C++, MATLAB
- Deep Learning: PyTorch, Transformers
- Tools: Blender, LaTeX