Jiazi Bu

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Education

BS	**Shanghai Jiao Tong University**, Artificial Intelligence (Guozhi Class)	Sept 2021 – June 2025

- **GPA**: 4.04/4.0; **Average Score**: 92.90/100; **Rank**: 8/95 **(TOP 10%)**
- **Related Coursework:** Mathematical Analysis, Linear Algebra, Data Structure, Computer Vision, Data Mining, Reinforcement Learning

Experience

Shanghai Artificial Intelligence Laboratory, Research Intern — Shanghai, China — Nov 2023 – Now

- Research Fields: Generative Models and Large Vision-Language Models.
- Mentor: Jiaqi Wang.

SJTU ReThinklab, Research Intern — Shanghai, China — Oct 2022 – May 2024

- Research Fields: Computer Vision and AI4Sci.
- Supervised by Prof. Junchi Yan.

Publications

[CVPR 2025] **ByTheWay: Boost Your Text-to-Video Generation Model to Higher Quality in a Training-free Way**

*Jiazi Bu**, Pengyang Ling*, Pan Zhang, Tong Wu, Xiaoyi Dong, Yuhang Zang, Yuhang Cao, Dahua Lin, Jiaqi Wang

Paper ↗ / Code ↗

[ICLR 2025] **MotionClone: Training-Free Motion Cloning for Controllable Video Generation**

Pengyang Ling*, *Jiazi Bu**, Pan Zhang, Xiaoyi Dong, Yuhang Zang, Tong Wu, Huaian Chen, Jiaqi Wang, Yi Jin

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[Arxiv 2025] **Light-A-Video: Training-free Video Relighting via Progressive Light Fusion**

Yujie Zhou*, *Jiazi Bu**, Pengyang Ling*, Pan Zhang, Tong Wu, Qidong Huang, Jinsong Li, Xiaoyi Dong, Yuhang Zang, Yuhang Cao, Anyi Rao, Jiaqi Wang, Li Niu

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[Neurips 2024] **Unveiling The Matthew Effect Across Channels: Assessing Layer Width Sufficiency via Weight Norm Variance**

Yiting Chen, *Jiazi Bu*, Junchi Yan

Paper ↗ / Code ↗

[AAAI 2024] **ViTree: Single-Path Neural Tree for Step-Wise Interpretable Fine-Grained Visual Categorization**

Danning Lao, Qi Liu, *Jiazi Bu*, Junchi Yan, Wei Shen

Paper ↗

[SCIENCE CHINA Information Sciences] **Learning Drug-Drug Interaction from a Hierarchical View**

Huaijin Wu, *Jiazi Bu*, Nianzu Yang, Yao Sun, Haitao Song, Ning Liu, Junchi Yan

[Arxiv 2023] **MetaScript: Few-Shot Handwritten Chinese Content Generation via Generative Adversarial Networks**

*Jiazi Bu**, Qirui Li*, Kailing Wang*, Xiangyuan Xue*, Zhiyuan Zhang*

Paper ↗ / Code ↗

Projects

DeepMovie   Code ↗

- Developed a plug-and-play deep DNN training pipeline turning most deep learn-

ing base modules into a movie recommender system.

- Tools Used: Python.

VR Pacman Code 🔗

- Developed a 3D first-person Pac-Man game using the Unity engine.
- Tools Used: C, C++, Unity.

Technologies

Languages: CET4: 636; CET6: 612.

Programming Languages: C++, C, Python, Latex.

Technologies: PyTorch, Diffusers, Transformers.

Honors & Awards

Zhiyuan Honors Scholarship 2021, 2022, 2023, 2024

- ￥5000, received as part of the Honor Program.

Guozhi Scholarship 2022

- ￥8000, received as being in the top 15% of SJTU AI students.

SJTU Undergraduate Scholarship 2022, 2023, 2024

CUMCM National First Prize (TOP 0.55%) / First Prize in Shanghai Chapter 2023

SJTU President Award 2023

- Received for serving as a student volunteer during the COVID-19 pandemic.

SJTU Outstanding Freshman Training Camp Member 2021