

Guoqing Zhang

📍 Shenzhen, China 🏠 1996.10.01 ✉ wlsdzyzl@163.com 📞 13027977524 🌐 blog:wlsdzyzl.github.io
🔗 Guoqing Zhang 🌐 wlsdzyzl

I am interested in deep learning, computer graphics, 3D vision, and robotics, enjoy building a virtual world in computer and exploring the application in real world. I am willing to do some work related to medical imaging, SLAM, 3D reconstruction and understanding, and topology analysis.

Education

Xidian University *B.S. in Computer Science and Technology* 2014.09 - 2018.06

- Advisor: Nan Luo
- Thesis: A WebGL-based Online Framework for 3D model visualization, registration, and reconstruction.

Tsinghua University *M.S. in Data Science and Information Technology, Tsinghua-Berkeley Shenzhen Institute* 2018.09 - 2021.06

- Advisor: Lu Fang
- Thesis: Building-scale Unstructured 3D Reconstruction and Understanding

Tsinghua University *Ph.D. in Data Science and Information Technology, Tsinghua Shenzhen International Graduate School* 2021.09 - Present

- Advisor: Yang Li
- Thesis: Structure-Aware Deep Learning for Medical Images and Shapes

Publications

High-Fidelity Medical Shape Generation via Skeletal Latent Diffusion

Guoqing Zhang, Jingyun Yang, Siqi Chen, Anping Zhang, Yang Li; Submitted to IEEE Transactions on Medical Imaging, under the 1st round review.

Hierarchical Feature Learning for Medical Point Clouds via State Space Model

Guoqing Zhang, Jingyun Yang, Jingyun Yang, Yang Li; MICCAI 2025 (early accept).

Flemme: A Flexible and Modular Learning Platform for Medical Images

Guoqing Zhang, Jingyun Yang, Yang Li; BIBM 2024.

A Geometric Algorithm for Blood Vessel Reconstruction from Skeletal Representation

Guoqing Zhang, Yang Li; ISBRA 2024.

Topology-Preserving Hard Pixel Mining for Tubular Structure Segmentation

Guoqing Zhang, Caixia Dong, Yang Li; BMVC 2023.

BuildingFusion: Semantic-aware Structural Building-Scale 3D Reconstruction

Tian Zheng*, *Guoqing Zhang**, Lei Han*, Lan Xu, Lu Fang; IEEE TPAMI 2021.

Graph-guided Source Selection with Sequential Transfer for Medical Image Segmentation

Jingyun Yang, *Guoqing Zhang*, Jingge Wang, Yang Li; BIBM 2024.

Adapting Foundation Models for Few-Shot Medical Image Segmentation: Actively and Sequentially

Jingyun Yang, *Guoqing Zhang*, Jingge Wang, Yang Li; ISBI 2025.

Hierarchical Part-based Generative Model for Realistic 3D Blood Vessel

Siqi Chen, *Guoqing Zhang*, Jiahao Lai, Bingzhi Shen, Sihong Zhang, Caixia Dong, Xuejin Chen, Yang Li; MICCAI 2025.

Transfer Risk Map: Mitigating Pixel-level Negative Transfer in Medical Segmentation

Shutong Duan, Jingyun Yang, Yang Tan, *Guoqing Zhang*, Yang Li, Xiao-Ping Zhang; ICASSP 2025.

How Group Collaboration Evolves and Drives Impact in Crisis Response?

Anping Zhang, Dexu Kong, Jiahao Lai, *Guoqing Zhang*, Yue Wang, Yang Li, Marta C. González; Communications Physics 2026.

Open-Source Projects

OnePiece: RGBD-based 3D Vision Library

[Code](#) [Documentation](#)

- Implementation of fundamental RGB-D SLAM and reconstruction algorithms.
- Interactive visualization of online reconstruction.

Dragon: A Library about Digital Geometry Processing

[Code](#)

- Implementation of a series of 2D & 3D geometry processing algorithms, including 2D Voronoi diagram, point cloud reconstruction, and mesh processing.
- Interactive visualization of different geometric structures.

Rabbit: Lidar SLAM reconstruction system

[Code](#)

- Implementation of LOAM, ICP, GICP, and other visual odometry methods.
- Implementation of Subgraph and Moving box-based optimization, including ground normal vector alignment constraints, and closed-loop detection.

Flemme: A General Deep Learning Framework for Medical Images

[Code](#) [Documentation](#)

- The separation of encoder and model architecture allows a flexible combination to construct different models.
- The creation of models can be fully realized using configuration, without the need to write actual code.
- Supports 2D/3D image and point cloud learning (reconstruction, segmentation, and generation) based on convolution, transformer, and state-space model.

Meshage: Medical Shape Generation via Skeletal Latent Diffusion

[Code](#)

- Implementation of differentiable skeletonization for point cloud.
- Implementation of SK-SDF and SP-SDF shape autoencoder.
- High-fidelity medical shape generation via EDM-based skeletal latent diffusion.

Other Experiences

SLAM Algorithm Engineer Intern

2021.4-2021.8

Unity Drive

- Lidar SLAM engineering, enable LIO-LOAM on 6-axis IMU.

Teaching Assistant for Data Learning course

2022.9-2023.1

- Design and grade [programming assignments](#).

High-performance server cluster administrator

2021.9-2025.3

- GPU (A800) server cluster setup and daily maintenance with slurm.

Technologies

Coding: C&C++, Python, Java, OpenGL, ROS, Matlab, Pytorch, HTML/CSS/JS.

Software: Linux (Ubuntu, CentOS), Slurm

Language: Chinese, English (IELTS: 7.0)