

Liu He

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PROFESSTIONAL

Applied Scientist at Amazon Ring AI

01/2025 - present, Bellevue, WA

- Improving video MLLMs' perception and understanding ability in real world domain.

EDUCATION

Purdue University (Ph.D. in Computer Science, GPA: 3.94/4.0)

06/2019 – 12/2024, West Lafayette, IN

- RA in CGVLab (Computer Graphics and Visualization Lab) since 2019
- Honors: 2024 Purdue Merit Recognition Award (\$1500, for high-profile research)

University of North Carolina at Chapel Hill (M.A. in Geography)

08/2017 – 05/2019, Chapel Hill, NC

- RA in Remote Sensing and Ecological Modeling Lab

Wuhan University (B.E. in Electr. Info. Sci. and Tech., GPA: 3.75/4.0, Top: 2%)

09/2013 – 06/2017, Wuhan, P.R.C.

- Honors: Microsoft Scholarship (1/248); Best graduation thesis (Top: 1%)

INTERNSHIP

Advancing MLLMs by 3D Visual Instruction Data Generation (Project: Ulti3D)

06/2024 – 09/2024, Amazon

- Proposed an unlimited VQA data generator focusing camera-object relation, keeping photorealistic image quality.
- Provided *Ultimate3D* dataset (240K) and benchmark (7K) for finetuning and evaluation of camera-object relation perception.
- Improved LLaVA-1.6 and Llama3.2-Vision to outperform GPT-4o/Claude-V3.5 by 33.4% on prediction accuracy.

Video Generation by MLLM Agent Collaborations (Project: Kubrick)

03/2024 – 05/2024, Baidu Research USA

- Proposed multi-modal LLM agentic workflow for 3D generation, simulation, and animation given multi-modal prompts.
- Designed **multi-agent reflection** and **collaboration** for complex instructions of 3D Engine tool usage (Blender, etc.).
- Finetuned advanced MLLM agents for video, image, and text understanding and comprehensive evaluation of synthesis.

Diffusion-Based Document Layout Generation (Project: DocDiff)

05/2022 – 08/2022, Azure AI, Microsoft Research

- Proposed a **diffusion** model (**DM**) with **Transformer** backbone for document layout synthesis.
- Designed extendable model structure for simultaneous generation of layout and text content for multilingual verticals.
- Discovered the user guidance by prompts obtained by pre-trained **CLIP** for controllable generation given real document images.

RESEARCH

Refine Generative Artifacts by Semantic Alignment (Project: RefineATF)

05/2024 – 09/2024, Adobe Research (Remote)

- Innovated an automatic artifact localization method by cross-attention on training-free Stable Diffusion feature priors.
- Outperformed SOTAs (Paint-by-Example, AnyDoor, etc.) on generative artifacts refinement for broad image personalization.
- Provided a comprehensive benchmark (*GenArtifactBench*) for generative artifacts detection and refinement.

Scalable Urban Layout Synthesis (Project: GlobalMapper, Project: COHO)

06/2021 – 03/2024, Purdue Univ.

- Established graph-based canonical **Vector Quantized** representation for arbitrary-shaped urban layout with scalable hierarchy.
- Introduced Transformer/Graph Attention Network (**GAT**)/Masked Autoencoder (**MAE**) of infinite 3D urban layout synthesis.
- Implemented city-scale urban 3D modeling and social-climate risk prediction for 330+ cities in the North America.

Globalwise Styled-Controlled Building Modeling by Staged GANs (Project)

06/2019 – 05/2021, Purdue Univ.

- Designed staged **GANs** for large-scale building segmentation with extreme upsampling refinement (**10x**).
- Utilized learned priors as style control to generate footprints with plausible instance-level metric. Beat SOTA by at least **15%**.

Multi-Modal Continental Land Cover Segmentation

08/2017 – 05/2018, UNC at Chapel Hill

- Accomplished U-Net-based segmentation to continental-scale land cover monitoring of entire Southeastern U.S.
- Implemented dense segmentation across prevailing satellite constellations, achieved over **80%** average precision.

HIGHLIGHTED PUBLICATIONS

Liao, Yuan, Elflein, S., He, L., ... (2025). LongPerceptualThoughts: Distilling System-2 Reasoning for System-1 Perception. (Under Reviewing)
Sun, L., He, L., ... (2025). Read Like Human: Agentic Framework for Multi-Modal Long-Context Document Understanding. (Under Reviewing)
He, L., Xiao, Z., ... (2025) Advancing Multimodal LLMs by Large-Scale 3D Visual Instruction Dataset Generation. (Under Reviewing) (Project)
He, L., Song, Y., Huang, H., Zhou, X. (2025). Kubrick: Multimodal Agent Collaborations for Video Generation. (Under Reviewing) (Project)
Song, Y., He, L., ... (2025). Refine-by-Align: Refinement of Generative Artifacts for Personalized Image Generation. In *ICLR 2025*. (Project)
He, L., & Aliaga, D. (2024, Oral). COHO: Context-Sensitive City-Scale Hierarchical Urban Layout Generation. In *ECCV 2024 Oral*. (Project)
He, L., & Aliaga, D. (2023). GlobalMapper: Arbitrary-Shaped Urban Layout Generation. In *ICCV 2023*. (Project)
He, L., Lu, Y., Corring, J., Florencio, D., Zhang, C. (2023, Oral). Diffusion-Based Document Layout Generation. In *ICDAR 2023*. (Project)
He, L., Shan, J., Aliaga, D. (2023). Generative Building Feature Estimation from Satellite Images. *IEEE Transactions on Geoscience and Remote Sensing*.

Kamath, H. G., Singh, M., Malviya, N., Martilli, A., **He, L.**, Aliaga, D., ... & Niyogi, D. (2024). GLObal Building heights for Urban Studies (UT-GLOBUS) for city-and street-scale urban simulations: Development and first applications. *Scientific Data*, 11(1), 886.

Patel, P., Kalyanam, R., **He, L.**, Aliaga, D., & Niyogi, D. (2023). Deep Learning based Urban Morphology for City-scale Environmental Modeling. *PNAS Nexus*, pgad027.

Zhang, X., Ma, W., Varinlioglu, G., Rauh, N., **He, L.**, & Aliaga, D. (2022). Guided pluralistic building contour completion. *The Visual Computer*, 1-12.

Bhatt, M., Kalyanam, R., Nishida, G., **He, L.**, May, C., Niyogi, D., & Aliaga, D. (2020). Design and Deployment of Photo2Building: A Cloud-based Procedural Modeling Tool as a Service. In *Practice and Experience in Advanced Research Computing* (pp. 132-138).

Wang, L., Huang, Y., Shan, J., & **He, L.** (2018). MSNet: Multi-Scale Convolutional Network for Point Cloud Classification. *Remote Sensing*, 10(4), 612.

SKILL

Languages: C++ | Python | C | JAVA | Matlab | R **Libraries:** Pytorch | OpenCV | OpenGL | Qt | Tensorflow | Pthread

Tools & OS: Linux | Git | LLVM | Google Cloud | Unity | Google Earth Engine