

Wenqi Wang

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EDUCATION

Tsinghua University

2020 - 2024 B.Eng. in Computer Science and Technology (GPA: 3.79/4.0)

Boston University

2024 - 2029 expected Ph.D. student in Computer Science advisor: **Boqing Gong**

EXPERIENCE

Google DeepMind

Student researcher May. 2026 - now
Mentored by **Runze Li**
– Developing latent world model for efficient robotics task test-time planning.

Microsoft Research

Research Intern, Deep Learning Group Nov. 2024 - May. 2025
Mentored by **Reuben Tan**
– Developed a comprehensive spatial intelligence evaluation benchmark for Vision-Language Models.

Simon Fraser University

Research Assistant, GrUVi Lab Jun. 2023 - Feb. 2024
Advised by **Prof. Hao (Richard) Zhang**
– Single-view 3D reconstruction by predicting sliced images of an object using diffusion models.

Teaching Assistant: Calculus A

Mar. 2021 - Jun. 2021

PROJECTS

AI Gaming Platform & Agent Competition Games

[Link](#)

Develop agent competition games and maintain website where students can submit their agents to fight.

Conditional Image Generation based on Jittor

[Link](#)

A model course project of Fundamentals of Computer Graphics.

Voxel Art in Taichi Language

[Link](#)

A little ray-traced Taichi rendered voxel-art in 180 lines.

PUBLICATIONS

Shengao Wang*, **Wenqi Wang***, Zecheng Wang*, Max Whitton*, et al. *BabyVLM-V2: Toward Developmentally Grounded Pretraining and Benchmarking of Vision Foundation Models*. **CVPR 2026**, 2512.10932, 2025. (* Equal Contribution)

Wenqi Wang, Reuben Tan, Pengyue Zhu, Jianwei Yang, Zhengyuan Yang, Lijuan Wang, Andrey Kolobov, Jianfeng Gao, Boqing Gong. *SITE: towards Spatial Intelligence Thorough Evaluation*. **ICCV 2025**, arXiv: 2505.05456.

Yizhi Wang, Wallace Lira, **Wenqi Wang**, Ali Mahdavi-Amiri, Hao Zhang. *Slice3D: Multi-Slice, Occlusion-Revealing, Single View 3D Reconstruction*. **CVPR 2024**, arXiv: 2312.02221.

HONORS AND AWARDS

Social Work Excellence Scholarship Tsinghua University, 2023

Social Practice Excellence Scholarship Tsinghua University, 2021

Exllence Entrance Scholarship Tsinghua University, 2020

SKILLS

Language C/C++, Python, Java, Javascript, Bash, SQL, SystemVerilog

Tools Pytorch, Tensorflow, Unity, Blender, Git, CMake

Misc Photography, Soccer, Harmonica