

Hanke Chen

Website: cs.cmu.edu/~%7Ehankec
Github: github.com/kokecacao

Email: hanke@cmu.edu ✉

LinkedIn: linkedin.com/in/chenhanke in

Interests: 3D Generation, Graphics Systems, tools for artists

EDUCATION

Carnegie Mellon University (CMU) Pittsburgh, PA
Bachelor of Computer Science and Arts in Computer Science and Art 2020-2022, 2026
Courses: Machine Learning, Deep Learning, AI for Robotics, Distributed Systems, Computer Systems, Computer Graphics, Theoretical CS, Theoretical Quantum Computing, Data Structures, Functional Programming, Compiler, Statistics, Probability, Generative Computer Vision (Grad Level)

EXPERIENCE

Simulation Intelligence Group (SIG) @ CMU Pittsburgh, PA
Research Collaboration Sep 2024 - Present

- Multiple publications about 3D scene generation advised by Prof. Minchen Li.

Stealth @ Private Investors San Francisco, CA + Remote
Co-founder, Research and Development Sep 2023 - Present

- Supported by U.S. Venture Capital (Afore Capital 2024 Summer Batch). Building next-gen 3D content creation tool.
- Skills:** Kubernetes, ReactJS, Redis, DeepSpeed, Data Mining

Midjourney San Francisco, CA
Research and Development Jun 2023 - Sep 2023

- Research engineering on 3D assets generation for their potential 3D generation product.

Wireless Sensing and Embedded System (WiSE) Lab @ CMU Pittsburgh, PA
Research Assistance May 2022 - May 2023

- Speed up NeRF training from 40 sec to 1 sec w/ multilevel page table, advised by Prof. Anthony Rowe.
- Skills:** CUDA Programming, C++, PyTorch, Computer Graphics, Computer Vision

DeepVocab @ CMU Olympus Incubator Pittsburgh, PA
Co-founder, Machine Learning Engineer, Software Engineer Jun 2020 - Oct 2022

- Lead of 8 people. Our product uses CV and NLP to predict memory decay for reminder.
- Skills:** Computer Vision, Natural Language Processing, CI/CD, SQLite, HiveDB, Dart, Flutter, GraphQL, Nginx

KokiCraft Network Remote
Solo Founder, Software Engineer 2014 - 2017

- Online game played by 300,000+ players. Commercially successful with monthly gameplay updates.
- Skills:** Java, MySQL, Game Engine Development, Network Programming

SELECTED PUBLICATIONS

All research with gif thumbnails: kokecacao.me?page=sanity#research. (†: Advisor. *: First-author.)

TRELLISWorld: Training-Free World Generation from Object Generators ICLR 2026 (in review)
[Hanke Chen](#)*, Yuan Liu†, Minchen Li†

PAT3D: Physics-Augmented Text-to-3D Scene Generation ICLR 2026 (in review)
Guying Lin, Kemeng Huang, Michael Liu, Ruihan Gao, [Hanke Chen](#), Lyuhao Chen, Beijia Lu, Taku Komura†, Yuan Liu†, Jun-Yan Zhu†, Minchen Li†

Magic Easel: Leveraging ... Semantic Modulation in AI Creativity Support CHI 2026 (in review)
Lia Purnamasari*, [Hanke Chen](#)*, Shivani Kannan, Joseph Ratliff, Haeyoung Kim†

MCDiffuse v1: Diffusion Modelings for Minecraft preprint 2024
[Hanke Chen](#)*

Practical NeRFology: A Brief Commentary on Neural Radiance Fields preprint 2023
[Hanke Chen](#)*

Extracting Cellular Location of Human Proteins Using Deep Learning arXiv 2018
[Hanke Chen](#)*

SELECTED AWARDS & HONORS & SCHOLARSHIPS

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- NSF Graduate Research Fellowship Program (\$159,000)**, National Science Foundation 2026-2030
 - 1st Place in the World (Soloed)**, Kaggle Histopathologic Cancer Detection Competition Jan 2019
 - Frank Brunckhorst Presidential Scholarship (1%-2% in University) ×3 times**, CMU 2020-2023
 - Regina Gouger Miller Art Scholarship**, CMU 2020-2021
 - Anna Ophelia Dowden Award (4 Students in School of Art)**, CMU 2021

TEACHING & CONSULTING & SERVICE

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- Instructor:** CMU StuCo 98-205 - Introduction to Minecraft: S23, F23, S24, F24, S25, F25, S26
 - Consulting:** Gerson Lehrman Group, Inc., @ Tegus, Inc.
 - Reviewer:** Computer&Graphics

Last Update: Apr. 2026