



Education

PEKING UNIVERSITY | MASTER

Major in Computer Science, advised by **Prof. RONGGANG WANG**. GPA: 3.97/4.00 (99.3/100.0).

Beijing & Shenzhen

2021 - EGD JUN. 2024

TONGJI UNIVERSITY | BACHELOR & MINOR

Major in Software Engineering / Digital Media Direction. GPA: 4.79/5.00 (Overall Ranking 1st | Grade Ranking Top 2.8%).


Shanghai

2017 - 2021

Minor in Artificial Intelligence. GPA: 5.00/5.00 (The only Full GPA).

2019 - 2021

Research

- GeoMVSNet: Learning Multi-View Stereo with Geometry Perception. (CVPR 2023 1st author). Nov. 2022
- N2MVSNet: Non-Local Neighbors Aware Multi-View Stereo Network. (ICASSP 2023 1st author). Oct. 2022
- Bi-ClueMVSNet: Learning Bidirectional Occlusion Clues for Multi-View Stereo. (IJCNN 2023 1st author). Jan. 2022
- CL-MVSNet: Unsupervised Multi-view Stereo with Dual-level Contrastive Learning. (ICCV 2023 co-author). Mar. 2022
- Rank 1st on the Advanced set and 2nd on the Intermediate set of the Tanks and Temples benchmark.  Oct. 2022 - PRESENT
- Three Chinese National Patent are being accepted. 2023


NATIONAL ENGINEERING RESEARCH CENTER OF VISUAL TECHNOLOGY

- Mainly research in computer vision, especially in **multi-view stereo (MVS)** and 3D reconstruction.

ECE, Peking Univ.

Mar. 2021 - PRESENT


Prof. YUJIE LU'S INTELLIGENT CONSTRUCTION LAB

- "3D Reconstruction of Civil Engineering Scenes Based on Unsupervised Deep Learning" won the **Excellent Graduation Design (Thesis)** of Tongji Univ. 

Civil Engineering, Tongji Univ.

Mar. 2021 - Jun. 2021

Prof. LINGYUN SUN'S IDEA LAB

- Realize a object detection system based on Yolo, including environment construction, dataset collection, labeling, augmentation, model training, verification and testing, etc. 

AZFT, Zhejiang Univ.

Jul. 2020 - Aug. 2020

Intern Experiences

TENCENT AI LAB

- TEG / AI Lab / Digital Human Team research intern. 
- Maintain the 4D scanning realistic digital human pipeline and improve the face recon. and rendering algorithm.

Tencent Headquarters, Shenzhen

DAMO ACADEMY, ALIBABA GROUP

- Vision Lab / Machine Intelligence Technology Group / AI Earth Team research intern. 

Alibaba Headquarters Xixi Park, Hangzhou

BAIDU APOLLO

- IDG / Apollo Navigation Pilot Main Line R & D Group research intern.

Baidu Tech. Park, Beijing

SAP

- VT Program / S/4 HANA Cloud technical consultant intern. Vice Chairman of Tongji-SAP Club.

SAP China Research Institute, Shanghai

School Experiences

STUDENT ORGANIZATION

- Chairman of Tongji Univ. Student Union**. Outstanding Trainee of Qingma Project.
- Outstanding Student of the 9th Leadership Training School.

Tongji Univ.

Peking Univ.

VOLUNTEER

- Outstanding volunteer of "Siyuan Project", sponsored by UNESCO and beautiful homesickness charity team.
- Volunteer for Pujiang Innovation Forum, Shanghai Museum of Mature, Red Cross Association of Tongji Univ., etc.

OTHERS

- New Generation **Apple Teacher**. Programming tutor of A Weekend Hour and MySummer / MyWinter.
- Microsoft** Learn Student Ambassador, **HUAWEI / DJI / Tencent / OpenMMLab / iFLYTEK**, Campus Ambassador.

Apple Store(China)

Awards & Honors

- China National Scholarship (Top 0.1%). Outstanding Graduate of Shanghai Province (Top 0.1%). 2019-2020 | Jun. 2021
- Pursuit Preeminent Student Award of Tongji Univ. (Highest-level award). Jun. 2021
- Social Work Award of Peking University (Top 10%). 2021-2022
- Excellent Student Model Award (Top 0.1%), Excellent Leadership Award (Top 1%) of Tongji Univ. 2019-2020 | 2017-2018
- First-class Scholarship (Top 5%), Social Activity Scholarship (Top 5%), Outstanding Volunteer (Top 0.1%) of Tongji Univ. 2017-2018 | 2017-2020
- Finalist Award of MCM/ICM 2020 (Top 1%), the paper was published in ESETEP 2020. Apr. 2020
- Mathematical Contest in Modeling of China, 2nd (Top 15%). Shanghai competition area, 1st (Top 10%). Nov. 2019

Skills

PROGRAMMING LANGUAGES	Python, Matlab, HTML+JavaScript+CSS, C/C++, Java, Shell, C#
FRAMEWORKS	PyTorch, Gatsby, React Native, WeChat Mini Program, SpringBoot, SwiftUI, Neo4j, Simulink
LANGUAGES	English (fluent, CET4 598 CET6 530), Chinese (Native)
TOOLS	Latex, Unity, Premiere, Maya, R3DS (Track, Warped4D), Reality Capture, Agisoft Metashape