

ZHE ZHANG

Artificial Intelligence / Computer Vision

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Education

PEKING UNIVERSITY | MASTER

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

Shenzhen, China

2021 - PRESENT

TONGJI UNIVERSITY | BACHELOR & MINOR

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

Shanghai, China

2017 - 2021

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

2019 - 2021

Research

- GeoMVSNet: Learning Multi-View Stereo with Geometry Perception (CVPR 2023) / 1st author / under review.
- Bi-ClueMVSNet: Learning Bidirectional Occlusion Clues for Multi-View Stereo. (ICRA 2023) / 1st author / under review.
- N2MVSNet: Non-Local Neighbors Aware Multi-View Stereo Network. (ICASSP 2023) / 1st author / under review.

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.
- Project Repository: <https://github.com/doubleZ0108/TJ-Graduation-Project-2021>

Civil Engineering, Tongji Univ.

Mar. 2021 - Jun. 2021

Prof. LINGYUN SUN'S IDEA LAB

- Realize a target detection system based on Yolo, including environment construction, dataset collection, labeling, augmentation, model training, verification and testing, etc.
- Summer Internship Project: <https://github.com/doubleZ0108/IDEA-Lab-Summer-Camp>

AZFT, Zhejiang Univ.

Jul. 2020 - Aug. 2020

Prof. QINGFENG DU'S XLAB

- "Root Reasoning of Cloud Native Systems based on AI" aims to construct the Knowledge Graph and automatically locate the root causes based on TransE.
- Project Repository: <https://github.com/doubleZ0108/xLab-KnowledgeReasoning>

SSE, Tongji Univ.

Sept. 2019 - Jul. 2020

Intern Experiences

TENCENT AI LAB

TEG / AI Technology Research and Development Center / Digital Human Algorithm Group Intern.

Tencent Shenzhen Headquarters

SAP

Work as an intern technical consultant in VT Program. Vice Chairman of Tongji SAP Club.

SAP China Research Institute, Shanghai

Jan. 2020 - Jun. 2021

School Experiences

STUDENT ORGANIZATION

- Chairman of Tongji Univ. Student Union.** Outstanding Trainee of Qingma Project. Minister of Organization Department, SSE.
- 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 Ambassadors program, **HUAWEI** / **OpenMMLab** / **DJI** / **Tecent**, Campus Ambassador.

Apple Store(China)

Awards & Honors

- National Scholarship (Top 0.1%). 2019-2020
- Outstanding Graduate of Shanghai Province (Top 0.1%). 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
- 2020 CCCC-Mobile Application Innovation Contest East China Division, 3rd (Top 20%). Jun. 2019

Skills

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