



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 23' 1st author). Nov. 2022
- N2MVSNet: Non-Local Neighbors Aware Multi-View Stereo Network. (ICASSP 23' 1st author). Oct. 2022
- Bi-ClueMVSNet: Learning Bidirectional Occlusion Clues for Multi-View Stereo. (IJCNN 23' 1st author). Jan. 2022
- CL-MVSNet: Unsupervised Multi-view Stereo with Dual-level Contrastive Learning. (ICCV 23' 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. Mar. 2021 - PRESENT

ECE, Peking Univ.

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. Mar. 2021 - Jun. 2021

Civil Engineering, Tongji Univ.

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. Jul. 2020 - Aug. 2020

AZFT, Zhejiang Univ.

Intern Experiences

TENCENT AI LAB

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

DAMO ACADEMY, ALIBABA GROUP

- Vision Tech. Lab / AI Earth Team research intern. Research topics: Text-to-3D AIGC generation and editing. Alibaba Headquarters Xixi Park, Hangzhou
- Points-to-3D: Bridging the Gap between Sparse Points and Shape-Controllable Text-to-3D Generation. (ACM MM 23' co-author)

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. Tongji Univ.
- Outstanding Student of the 9th Leadership Training School. Peking Univ.

PUBLIC SERVICES

- New Generation **Apple Teacher**. Programming tutor of A Weekend Hour and MySummer / MyWinter. Apple Store (China)
- Microsoft** Learn Student Ambassador, **HUAWEI / DJI / Tencent / OpenMMLab / iFLYTEK**, Campus Ambassador.
- Outstanding volunteer of "Siyuan Project", sponsored by **UNESCO** and Beautiful Homesickness Charity Team.

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
- Model Student (Top 5%), Pingan Scholarship (Top 10%), Social Work Award of Peking University (Top 10%). 2022-2023 | 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

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| 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, Wrap4D), Reality Capture, Agisoft Metashape |