ZIYU WU

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SUMMARY

Master 2 student of École Polytechnique, majoring in Artificial Intelligence and Advanced Visual Computing. Currently looking for PhD position in 2025 or 2026. Research Interest in AI, computer vision, graphics, machine learning, deep learning, etc.

EDUCATION BACKGROUND

École Polytechnique, Paris, France

September 2023 - September 2025(expected)

AI and Advanced Visual Computing | GPA: 3.81/4.0

Master of Science and Technology

• Published Paper: Lightweight Morphology-Aware Encoding for Motion Learning (Eurographics 2025)

Southern University of Science and Technology, Shenzhen, China

September 2019 - August 2023

Intelligence Science and Technology | GPA: 3.66/4.0

Bachelor of Engineering

• Published Paper: Evolutionary Multi-Objective Deep Reinforcement Learning for Autonomous UAV Navigation in Large-Scale Complex Environments (GECCO 2023)

INTERNSHIP EXPERIENCE

Animaj, Paris, France

Engineer Intern

March 2024 - September 2024

Develop lightweight models that reduce computational costs and enable faster updates, while also extending these models to handle the temporal dimension for motion modeling. It involves two key steps: Point Cloud 3D Mesh Auto-Encoder and Skeleton-Cylinder Approximation Model.

King Abdullah University of Science and Technology, Jidda, Saudi Arabia

Research Assistant

September 2022 - May 2023

Cooperate with the optical laboratory and use the generative model to recover the spectrum of the RGB image. The spectral recovery of images containing single and dual wavelengths was successfully performed.

Guangdong Zhuowei Network Co., Ltd., Foshan, China

Mechine Learning Intern

August 2022 - September 2022

Mainly responsible for the research and development of vehicle-road cooperation of autonomous vehicles realized through V2VNet. Successfully implemented in the CARLA simulated environment and conducted corresponding tests.

PROJECT EXPERIENCE

3D Luggage Detection for Lost Packages in Airport

Cooperate with the company IMDEMIA and Paris Charles de Gaulle Airport, leverage 3D information to reach better recognition for tracking. Combine 2d bounding box and geometric constrains to project 3D volumn box.

Genshin VTuber

Implement a real-time Genshin VTuber base on head pose estimation and facial feature point detection. Demonstrated superior accuracy and stability in face recognition and tracking in real-time performance.

Deep Reinforcement Learning MOEA for Autonomous UAV Navigation

Combining multi-objective evolutionary algorithm and deep reinforcement learning algorithm together, and using evolutionary algorithm to find the optimal hyperparameters that make Unmanned Aerial Vehicle performs well in multi-objective field. The results have been published as a full paper in GECCO 2023.

SKILLS

Technical: Python, C/C++, Java, Linux, Machine Learning, Deep Learning, AI, Computer Vision, Graphics, Multi-objective Algorithms

Language: English (fluent), Chinese (native), Cantonese (native), French (primary)