

Education

Zhejiang University

Hangzhou, Zhejiang

Sep 2020 – Jun 2024

B.Eng.(Honors) in Computer Science

- Member of Turing Class, Chu Kochen Honors College
- Rank: 1/317; GPA: 3.98/4; Award: Chinese National Scholarship (2 times)

Research Interest

My research interest lies in machine learning and computer vision, with a focus on generative modeling, video understanding and 3D scene understanding. My goal is enabling machines to generate an interactive 4D world.

Publication

TIVEE: Visual Exploration and Explanation of Badminton Tactics in Immersive Visualizations

2021

- o Xiangtong Chu, Xiao Xie, Shuainan Ye, Haolin Lu, Hongguang Xiao, Zeqing Yuan, Zhutian Chen, Hui Zhang, Yingcai Wu
- o IEEE Transactions on Visualization and Computer Graphics (TVCG) 28 (1), 118-128 (IEEE VIS 2021)

Manuscript Under Review.....

Tactical Analysis in Knowledge-Intensive Racket Sports through Video Modeling

2023

- Yuchen He*, Zeqing Yuan*, Yihong Wu, Liqi Cheng, Dazhen Deng, Yingcai Wu (*equal contribution)
- Manuscript passed first review round in AAAI 2024
 - Recognizing high-level techniques for sports video analysis with sparse visual information and contextual domain knowledge

Research Experience

Visiting Research Intern

May 2023 – Present

Stanford Vision&Learning Lab | Advised by Prof. Jiajun Wu

Learning 3D scene-level layout distribution from a single image

Undergraduate Researcher

July 2022 – Present

Zhejiang University

- Studying generative visual models, advised by Prof. Chunhua Shen
- Studied active learning for object detection, advised by Prof. Jake Zhao

Research Project Lead, National Undergraduate Innovation Program

May 2022 – *May* 2023

State Key Lab of CAD & CG | Advised by Prof. Yingcai Wu

- Studied video action understanding and data mining for sports video
- 1 paper under review (co-first author) and 1 patent accepted (1st student author)
- Work validated by analysts from Chinese national table tennis team

Research Assistant State Key Lab of CAD & CG | Advised by Prof. Yingcai Wu

Jan 2021 - May 2021

- Designed 3D visualization and VR interaction for immersive sports analysis
- 1 Paper accepted to IEEE VIS and TVCG

Selected Honors and Awards

 Chinese National Scholarship (<i>Top 0.2%, 2 times</i>) Highest scholarship for Top 0.2% undergrads by Ministry of Education (2-year recipient) 	2021, 2022
SenseTime Scholarship (30 undergrads nationwide) o 30 undergrads nationwide selected for AI-related research (one of only 4 juniors awarded)	2022
People's Choice Award in ACM MobileHCI (<i>Global hackathon winner</i>) o Global hackathon winner at ACM International Conference on Mobile HCI	2022
 Baogang Scholarship (5/24,000 in ZJU) 5 / 24,000 undergrads nominated by Zhejiang University 	2022
College Star (10/ 2,000 in CS College, ranking 1)	2023

Highest honor in College of Computer Science and Technology

Additional Information

Language: English (TOEFL 113, speaking 27, first-prize debater), Chinese (Native)

Hobbies: Badminton (National First-Class Athlete and provincial champion), Hiking, Basketball, Movies