Di Qiu

https://qiudi233.github.io | qiudi@stu.pku.edu.cn

EDUCATION

Peking University Sep 2020 - Jun 2024

Bachelor of Science in Computer Science and Engineering

- **GPA**:3.60 / 4.00
- **Award:** "Jiu Kun Cup" Sunshine Award
- **Related Courses**: Introduction to Computer Systems, Introduction to AI, Operating Systems, Computer Networks, Algorithm Design and Analysis, Computational Photography , Visual Computing and Interaction

RESEARCH INTERESTS

computer vision, computer graphics, machine learning, and computational photography.

RESEARCH EXPERIENCE

Depth Estimation Method for Spike Camera Oct 2022 - Present

Advised by Prof. Shanghang Zhang(Peking University)

- Conduct thorough investigation into existing methods for monocular depth estimation and spike camera.
- Combine the RGB data and spike data which have different frequencies and apply them to estimate depth of the photos.
- Do experiments and provide empirical and theoretical analysis on the effect of the architecture of the network and modify it accordingly.

3D Occupancy Prediction with Pure Camera Modality Oct 2022 - Present

Advised by Prof. Shanghang Zhang(Peking University)

- Conducted in-depth investigation into existing 3D occupancy prediction approaches.
- Use the attention module to better the effect and get the volume outputs to NeRF.
- Do experiments and provide empirical and theoretical analysis on the effect of the architecture of the network and modify it accordingly.

PROJECT EXPERIENCE

AI Introduction Course Project Mar 2022 - Jul 2022

Python team project

Implementation of AI Algorithm for International Mahjong Games Based on Deep Learning

- Increase the data, preprocess the training data, and adjust the parameters based on the results.
- Regenerate and optimize Resnet.

Computational photography course project Mar 2022 - Jul 2022

Python personal project

Configure the environment and run the code to synthesize the LDR photos you take into HDR photos, and improve the existing code framework according to the results.

Algorithm design and analysis course project Mar 2022 - Jul 2022

C/C++ group project

The Job-Shop problem is solved by genetic algorithm, and the strategy can be dynamically adjusted to deal with emergencies when the plug can be added.

AI algorithm for NoGo games Sep 2020 - Dec 2020

C/C++personal projects

Build a NoGo game code framework, use min-max algorithms and perform α-β pruning, and use EasyX to build a graphical interface to realize an intelligent bot that can play with players.

SKILLS

Programming:C&C++,Python(Pytorch),git,LATEX

English:Gaokao:144/150,CET-4：680/710，CET-6:565/710

SUMMARY

- Have a solid computer foundation, have a deeper understanding of mainstream programming languages and application experience;
- Have high enthusiasm for computer technology and artificial intelligence, and pay attention to cutting-edge technology development;
- Have good service consciousness, sense of responsibility, strong learning ability, excellent team communication and cooperation ability.