

Bicheng Luo

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Education

- Tsinghua University, Beijing, China, September 2014 - Present
Master of Software Engineering, Major GPA: 4.0/4.0, Rank: 2/156
- Nanjing University, Nanjing, China, September 2010 - July 2014
Bachelor of Software Engineering, Major GPA: 3.7/4.0, Rank: 28/214

Teaching

- Teaching Assistant: [edX Computational Geometry](#), TsinghuaX, 2016
- Teaching Assistant: Computational Geometry, Tsinghua University, 2015/2016
- Teaching Assistant: Algorithm Analysis and Design, Tsinghua University, 2015

Research Experience

- Institute of Computer Graphics and Computer-Aided Design, Tsinghua University, Beijing, China Research Assistant September 2014 - Present
Description: Working on research concerning data compression of static 4D holograms, preparing for submission to the conference
Research: a. Made surveys about lossy and lossless compression of 2D images, video compression based on motion compensation and Image-Based Rendering; b. Designed and implemented a series of algorithms for compression of static 4D holograms; c. Developed a set of devices for capture and compression of static 4D holograms; d. Adjusted parameters and improved performance for the algorithm according to the experiments.
- Data & Knowledge Engineering Group, University of Queensland, Brisbane, Australia Research Intern October 2012 - February 2013
Description: Published a paper concerning a real-time image similarity search system on mobile platform: [Imagilar](#)
Research: a. Made surveys about image features detection and descriptor representation such as SIFT, FAST and SURF; b. Designed the algorithm for real-time searching and indexing on mobile platform; c. Implemented an iOS application supporting real-time image similarity search; d. Completed and published a paper on [Web Information Systems Engineering \(WISE2013\)](#).

Work Experience

- Leezee Co., Ltd., Beijing, China Co-founder/Program Designer/Developer October 2014 - February 2016
Description: Acted as CTO and led the team to develop an iOS application utilizing face detection to create interactional short videos: [Parocam](#)
Responsibilities: a. Designed and implemented a complete iOS application using UIKit/Foundation; b. Integrated face detection into the app with the assistance of GPUImage; c. Wrote GLSL shaders for the purpose of video processing using GPU; d. Utilized MBaaS frameworks such as Parse to implement social network services; e. Built storage solution for short videos on Amazon S3 and network modules using AFNetworking.
- Morgan Stanley Inc., Shanghai, China Software Development Intern July - September 2013
Description: Developed questionnaire platform using Adobe Flex and Spring Security
Responsibilities: a. Implemented a questionnaires administration platform based on Java EE; b. Designed the functionality of visualizing the flow chart of questionnaires presented by Adobe Flex; c. Built authority and security mechanisms for the questionnaire platform with Spring Security.

Projects

- [WebGLBrush](#) 2014.1 - 2014.6 Front end project based on SculptGL, the graduation project at Nanjing University, serving as a 3D modeling system utilizing mouse motion as sculpting and supporting various types of files as well as brush modes. It also provides the functionalities of brush radius and intensity adjustment.
- [PocketNJU](#) 2014.2 - 2014.6 Official iOS application for campus life in Nanjing University, including features about curriculum/school bus/e-card/societies/BBS/news and so on.
- [ImageProcessing](#) 2014.7 - 2015.1 Photo editing tool based on MFC and OpenCV, the course project for Digital Image Processing, including features of luminance/contrast adjustment, blur and sharpen, face detection and beautifying, image inpainting and so on.
- [K3SimSearch](#) 2016.1 - 2016.2 a Python tool serving as a dictionary in which visually similar words can be found.
- [BukaCracker](#) 2014.12 - 2015.1 Online manga website based on Java EE.

Skills

- Familiar with C++/Objective-C, know Python/Java/JavaScript development.
- Experience in iOS development with UIKit/Foundation/CocoaPod, 2 apps on AppStore.
- Familiar with computer vision and computer graphics, built projects with OpenCV/OpenGL/WebGL.
- Professional working proficiency in English.

Awards

- The First Prize Scholarship from Glodon Co., Ltd., at Tsinghua University, 2015
- The Excellent Undergraduate of Nanjing University, 2014
- Excellence in the state level, Innovation and Entrepreneurial Project at Nanjing University, 2013
- Full scholarship of the Outstanding Undergraduate International Exchange Program from China Scholarship Council, 2012