JOSHUA CAO

SKILLS

C++, Python, MATLAB, JavaScript, Swift, C#, SQL, CUDA, LATEX Languages

Libraries OpenCV, OpenGL, Scikit-learn, Matplotlib, NumPy, Keras, SciPy, React Frameworks & Tools Pytorch, ROS, AWS, GCP, W&B, MongoDB, Spark, Hadoop, XGBoost, Docker

EDUCATION

Carnegie Mellon University MS. in Computational Design

Sep 2021 - May 2023 Pittsburgh, PA

University of Chinese Academy of Sciences & ShanghaiTech University

MS. in Communication and Information Systems

Sep 2016 - July 2020 Shanghai, China

EXPERIENCE

ByteDance Inc. XR Software Prototyper Aug 2023 - Now San Jose, USA

- Worked as an **R&D** software engineer in the PICO Lab team, built the system prototype for the next-generation XR devices and applications, with AI, Computer Graphics and Computer Vision algorithm involved.
- Developed features, tools, and apps with Unity, Blender, SwiftUI, Android Studio, AWS, React, and WebXR.

APEX(EzPT)

July 2022 - Aug 2022

San Francisco, USA

Intern, Computer Vision Engineer & iOS Developer

- Built a real-time human **Pose Estimation**, **Classification**, and **Rep-counting** system on iOS App with Pytorch, MediaPipe, OpenCV, SwiftUI, Google Cloud Function, and Firebase, which works as a virtual physical therapist.
- Set up a **CI/CD Dataset System** for auto-updating and training by Colab, KNN, GitHub, DVC and GCP API.

Robot Labs, Carnegie Mellon University

June 2022 - May 2023

Research Assistant, Advisor: Prof. Daniel Cardoso Llach and Prof. Katerina Fragkiadaki

Pittsburgh, PA

- · Amazon Alexa Prize: SimBot Challenge
 - Researched and implemented the Alexa housework-robot tasks such as ASR, Transformer-based text2text parser, ViT and Mask-RCNN semantic detector, RGB-D SLAM navigator, and robot logic.
 - Distributed simulator engine, learning models, robot logics on EC2s by Flask REST API. Used Amazon S3, CloudWatch, and DynamoDB to **collect datasets & logs** from users' utterances to train the language model.
- ReAC: Husky Ground Robot
 - Built a ground-robot Husky with an onboard ROS system for navigation and obstacle avoidance. Developed RGB, 3D Lidar, IMU multi-sensors fused SLAM algorithms. Configured ROS local, global path planner.
 - Simulated environments with Nvidia Isaac Sim and Gazebo for pedestrian detection and RL training. Used Github Actions, Docker, and DVC for dataset version control.

Mobile Perception Lab

Sep 2016 - Dec 2020

Software Engineer, Research Assitant, Advisor: Prof. Laurent Kneip

Shanghai, China

- Built a **SLAM system** with SIFT Feature, 7/8 Points Matching, loop closure with LM optimization in MATLAB. And researched **Relocalization** of robot hijacks by Extended Kalman Filter and MaskRCNN in Pytorch.
- Synthesized Semantic Dataset with ground truth and benchmarks by modeling physically accurate camera.
- Combined SfM and VAE to 3D predict and reconstruct models from partial continuous RGB-D observation.
- Used RPC to build a **distributed system** of TX1, RPi3 and DJI N3 to orchestrate CV tasks and flight control.

Publications

Incremental Semantic Localization using Hierarchical Clustering of Object Association Sets Lan Hu, Zhongwei Luo, Runze Yuan, **Yuchen Cao** https://arxiv.org/abs/2208.13210

ACCV 2022

Sep 2022

Representations and Benchmarking of Modern Visual SLAM Systems

Yuchen Cao, Lan Hu and Laurent Kneip. https://www.mdpi.com/1424-8220/20/9/2572

Sensors Journal Mar 2020

Dense Object Reconstruction from RGBD Images with Embedded Deep Shape Representations Hu, Lan, Yuchen Cao, Peng Wu and Laurent Kneip. https://arxiv.org/abs/1810.04891

ACCV Workshop Oct 2018