

HUAYU CHEN

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EDUCATION

Tsinghua University, Beijing, China

Aug, 2017 - Jul, 2021 (expected)

- * **Bachelor** of Engineering in Automation (expected)
- * GPA: **3.86/4.0**, Ranking: **7/176**
- * **Vice President** of Student Association of Science and Technology, Dept. of Automation

Core Courses

- * **Mathematics**: Calculus (4.0/4.0 for both semesters), Linear Algebra (4.0/4.0 for both semesters), Stochastic Mathematical Methods (4.0/4.0), Introduction to Complex Analysis (4.0/4.0), etc.
- * **Programming**: Computer Languages and Programming (4.0/4.0), C++ Program Design and Training (4.0/4.0), Data Structure and Algorithms (4.0/4.0), Computer Principles and Applications (4.0/4.0), etc.

SCHOLARSHIPS & AWARDS

2019 Tsinghua Spark Program Membership (Top student program in the field of academic research in Tsinghua University, 37/3600)

2018 Captain of the champion team in the 20th Electronic Design Competition (Highest level competition for undergraduates in Tsinghua University in the field of Electronic Engineering)

2018 1st Prize in the 35th China Regional College Students Physics Competition (< 0.5%)

2018 129 Scholarship (Highest honor for students in the Dept. of Automation, 2/600)

2018 Scholarship for Excellent Academic Performances (9/600)

2017 Captain of the champion team in the 1st Artificial Intelligence Challenge

2016 1st Prize in the 30th National Physics Olympiad (Henan Province)

PUBLICATIONS & MANUSCRIPTS

- [1] **Huayu Chen**, Zerong Zheng, Yebin Liu. A Video-based Virtual Try-on System for Non-rigid Clothing. To be submitted.

RESEARCH EXPERIENCE

Tsinghua University, Beijing, China

Oct, 2018 - May, 2019

Broadband Network Digital Media Lab, Department of Automation

Research Assistant, Advisor: **Associate Prof. Yebin Liu**

Project: A Video-based Virtual Try-on System for Non-rigid Clothing

- Propose a video-based virtual try-on system for non-rigid(half-rigid) clothing.
- Leverage both reconstructed 3d human model representations and a learned deep refinement network to synthesis (near) video-realistic try-on results.
- First attempt to try adding dynamic details to clothes in virtual try-on systems using a generative adversarial network.

TECHNICAL SKILLS

Basic Knowledge & Tools

Python, MATLAB, C/C++, Tensorflow, Linux, FPGA, L^AT_EX