

# Ray 钱瑞 (Personal website)



Research Field: Robotics / 3D Reconstruction | Graduation: Master in April 2026 |  
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## Education Background

2020.09 - 2026.03	Fudan University	Applied Mathematics	Master
<ul style="list-style-type: none"><li>• <b>GPA:</b> 3.57/4.0, research on 3D reconstruction and SLAM in robotics.</li><li>• <b>Research Topics:</b> Simultaneous Localization and Mapping (SLAM)、Neural Radiance Field (NeRF), Gaussian Splatting (GS).</li></ul>			
2017.09 - 2020.07	Sichuan University	Philosophy	Bachelor
<ul style="list-style-type: none"><li>• <b>GPA:</b> 3.71/4.0, thesis on "Exploring the Difference Between Artificial Intelligence and Human Mind".</li><li>• <b>Relevant Courses:</b> Philosophy of Science, Logic, Mind Philosophy.</li></ul>			
2015.09 - 2020.07	Sichuan University	Mathematics	Bachelor
<ul style="list-style-type: none"><li>• <b>GPA:</b> 3.67/4.0 (TOP 3%), courses on fundamental mathematics and optimization methods.</li><li>• <b>Relevant Courses:</b> <b>Basic Theories</b> Mathematic Analysis, Advanced Algebra, Complex Functions, <b>Optimization Methods</b> Optimization Theories, Mathematical Modelling.</li></ul>			


## Research Experiences


2020.09 - 2021.11	Complex Network	Physics
<ul style="list-style-type: none"><li>• <b>Research Content:</b> the information propagation patterns in complex networks with physics differential equations.</li><li>• <b>Participation Role:</b> regular meetings with professors from Oxford Uni, accumulating the experiences of international collaboration.</li></ul>		
2021.11 - 2022.11	SLAM	Robotics
<ul style="list-style-type: none"><li>• <b>Research Content:</b> develop a SLAM system with combination of 3D points, lines, and structured lines as geometric features (based on <a href="#">ORB-SLAM3</a>), boosting the performance of tracking and mapping in the indoor scenes.</li><li>• <b>Research Result:</b> published paper "<a href="#">UL-SLAM: A Universal Monocular Line-Based SLAM via Unifying Structural and Non-Structural Constraints</a>" in <i>IEEE Transactions on Automation Science and Engineering</i> (IF=5.999).</li></ul>		
2022.11 - 2024.03	NeRF Bundle Adjustment	Robotics
<ul style="list-style-type: none"><li>• <b>Research Content:</b> enhancing the efficiency and quality of NeRF reconstruction while the initial camera poses are noisy.</li><li>• <b>Research Result:</b> collaboration with <a href="#">Tsinghua University</a> and <a href="#">CAMP Lab</a> of Technical University of Munich (TUM) on a paper <a href="#">FA-BARF: Frequency Adapted Bundle-Adjusting Neural Radiance Fields</a>. at ArXiv.</li><li>• <b>Project with Domestic Company:</b> collaboration with a autonomous driving company <a href="#">MOGO</a> on developing a SLAM system using object NeRFs as the map.</li></ul>		
2024.04 - 2025.03	GS Integrated Traditional SLAM	Robotics
<ul style="list-style-type: none"><li>• <b>Research Content:</b> integrating the GS into <a href="#">ORB-SLAM3</a> as an incremental map representation.</li><li>• <b>Participation Role:</b> collaboration with Tsinghua University and <a href="#">CAMP Lab</a> of Technical University of Munich (TUM), developing an GS-Point integrated SLAM system based on <a href="#">ORB-SLAM3</a> with C++ 、CUDA 、OpenGL mixed programming. <a href="#">[github link]</a></li></ul>		
2025.09 - now	Digital Human (GS)	Human Modelling
<ul style="list-style-type: none"><li>• <b>Research Content:</b> using GS to reconstruct high-quality digital human profile from a single image like <a href="#">Dream, Lift, Animate</a> by Nvidia, exploring text- and image-driven interaction with vivid facial expressions fine-tuned on self-capture data.</li></ul>		

## Work Experiences

2025.04 - 2025.08	Urban Dynamic GS reconstruction	Autonomous Driving
<ul style="list-style-type: none"><li>• <b>Internship Content:</b> optimizing the urban dynamic driving scene reconstruction for simulation system in the company <a href="#">ZERON</a>, with the aid of cutting-edge techs like <b>generative model</b> , scene-editing and so on.</li></ul>		

2025.08 - now	Calibration	Autonomous Driving
<ul style="list-style-type: none"><li>• <b>Internship Content:</b> taking participation in the role as academic ambassador, promoting the academic brands in the <b>Cross-Domain Computing Solutions Division</b> of <a href="#">BOSCH China</a>, and helping to do the qac coding check and project survey on the offline and online calibarion of the autonomous driving cars' camera system.</li></ul>		

<div> Rewards</div>		
2024	China Scholarship Council as a Visiting PhD at TUM	Fudan University
2018	Second Reword for Mathematic Modelling Competition	Sichuan University
2017	Second Reward of Mathematic Competition	Sichuan University
2016-2017	Second Scholarship	Sichuan University
2016-2017	Excellent Student	Sichuan University

<div> Skills/Hobbies</div>		
<ul style="list-style-type: none"><li>• <b>Language skills:</b> English (TOFEL 104), German (hobby).</li><li>• <b>Computer skills:</b> Python、 C++ (LibTorch)、 OpenGL、 CUDA.</li><li>• <b>Hobbies:</b> Workout, Music, Philosophy, Photography, Multi-cultures and languages.</li></ul>		