

## EDUCATION

**University of Cambridge** 2021 - Now

PhD Computer Science

Research Interests: 3D computer vision, neural implicit representation, 3D reconstruction, scene understanding, NeRF

**University College London (UCL)** 2017 - 2021

MEng Computer Science

First Class Honours (Average 84%)

Dean's List Award

## RESEARCH

**Voxel-SDF** Jun 2022 – Now

- **Efficiency:** enabling fast training and rendering of radiance field by incorporating explicit voxels.
- **Exact Geometry:** replacing the volumetric field with trilinearly interpolated signed distance to surface.

**D<sup>2</sup>NeRF (NeurIPS2022)** Nov 2021 – May 2022

- **Scene Decomposition:** decouple 3D scene into dynamic & static based on a monocular RGB video without any mask supervision.
- **Shadow Handling:** density-less shadow field to correctly decouple dynamic object shadow.

**Kubric (CVPR2022)** Oct – Nov 2021

- **Data Generation:** cooperated with researchers from Google and top universities to build an easy-to-use synthetic data generation pipeline.
- **Surface Reconstruction:** generated datasets with difficult topology, non-textured surface, non-rigid motion to challenge existing surface reconstruction methods.

**DualNeRF** Sep 2020 – Apr 2021

- **3D Reconstruction:** incorporated multi-view consistency and local feature extraction to achieve single view reconstruction.
- **Multiscale Feature:** a local decoder conditioned on pixel-wise local feature and a global decoder conditioned on global feature.

## PUBLICATIONS

- [D2NeRF: Self-Supervised Decoupling of Dynamic and Static Objects from a Monocular Video](#)
- [Kubric: A scalable dataset generator](#)

## PROGRAMMING

- **ML Platforms:** TensorFlow, PyTorch, Jax (Flax).
- **Programming:** Python, C++, C, CUDA.

## WORK

**Uni of Cam Supervisor/Ticker** Oct 2021 – April 2022

- **Teaching:** supervised students of the Further Graphics and Intro to Graphics module.

**UCL Research Internship** July – Sep 2020

- **Computer Vision:** worked on [DualNeRF](#) in UCL Vision and Imaging Science group.

**Software Engineering Internship** Jun – Aug 2019

- **Software Engineering:** worked in a SE team to learn good coding practices and developed a mobile app with DevOps.

**Reviewer**

- CVPR, TCSVT

## PROJECTS

**Influenza Prediction** Python (TensorFlow, SK Learn)

- **Time Series Forecasting:** developed a machine learning model to predict infection rate of Influenza-like-illness (ILI).
- **Text Auxiliary:** provided frequencies of Google queries that contain ILI keywords as side information to the model to improve performance.

**Therapy Game** Unity, C#

- **Unity Game:** worked with Microsoft Research to develop a therapy game that helps Cystic Fibrosis patients to take repetitive therapies.

## AWARDS

**CAPA** 2022

- One of the 7 best engineering-related proposals in Cambridge.

**UCL Dean's List Award** 2021

- Awarded to students with outstanding academic performance.

**Google Hash Code – UK Ranking 21<sup>st</sup>** 2019

- Best in UCL. Global ranking 449<sup>th</sup>.

**Duke of Edinburgh Bronze Award** 2017

- Participated in a series of skill learning, volunteering, and expedition.