

EDUCATION

Sep. 2019 – Present	Ph.D. & Msc in Software Engineering and Intelligent Systems Dept. of Electrical and Computer Engineering	UNIVERSITY OF ALBERTA, CANADA
	<ul style="list-style-type: none">• Overall GPA: 3.93/4.0• Supervisor: Professor Li Cheng• Research Interest: Artificial Intelligence, Computer Vision, Human behavior Modelling	
Sep. 2013 – Jul. 2017	B.Eng. in Software Engineering (Pilot Program) College of Software	JILIN UNIVERSITY, CHINA
	<ul style="list-style-type: none">• Overall GPA: 89.57/100• Academic Ranking: 1/30 (in the program)	

EXPERIENCE

Jan. 2021 – Present	Ottawa IC Lab, HuaWei	EDMONTON, CANADA
	Associate Researcher Intern. Mentor: Wei Lu	
Sep. 2019 – Present	Vision and Learning Lab, University of Alberta	EDMONTON, CANADA
	Research Assistant. Supervisor: Professor Li Cheng	
Mar. 2019 – Aug. 2019	Wangle Hui'an Beijing Technology Co.Ltd	BEIJING, CHINA
	Algorithm Engineer. Mentor: Haibo Gu	
Sep. 2017 – Mar. 2019	Institute of Computing Technology, Chinese Academy of Sciences	BEIJING, CHINA
	Research Assistant. Mentor: Juan Cao	

PROJECTS

Jan. 2021 – Present	Language Grounded 3D Human Behavior Modeling and Understanding	UNIVERSITY OF ALBERTA
	<ol style="list-style-type: none">1. Aimed to synthesize 3d human behaviors from text description or in the inverse way, i.e. understanding human behaviors by texts.2. Constructed and annotated so-far the largest human motion-language dataset, with 15k motions captioned by 50k descriptions.3. A new framework of generating realistic human motion with conditional VAE and recurrent networks was developed.4. One first-author paper was submitted to CVPR 2022.	
Sep. 2019 – Jan. 2021	3D Human Action and Video Generation	UNIVERSITY OF ALBERTA
	<ol style="list-style-type: none">1. The topic is to generate human behaviors conditioned on action categories.2. Synthesized visually pleasing human motions by a novel VAE-based (i.e. Variational AutoEncoder) network with Lie pose representation, and curated own dataset (Demo Webpage).3. Built up a novel pipeline to generate human videos from action type & single image with graphics & machine learning apparatus.4. One first-author paper published on ACM MultiMedia 2020^[3], and another is accepted to IJCV^[1].	
Sep. 2017 – Mar. 2019	Fake News Detection on Social Media	ICT, CHINESE ACADEMY OF SCIENCES
	<ol style="list-style-type: none">1. Designed, implemented and deployed algorithms for a real-time online fake news detection system[†].2. Exploited the roles of emotion, visual/textual content and propagation for news credibility evaluation.3. Developed a distributed crawling system that collected over 10 million posts from Weibo platform.4. A pre-print first-author paper "Exploiting Emotions for Fake News Detection on Social Media" ^[4].	

[†]The program selected **top 30** students amongst 281 in the 1st school year.

[†]newsverify.com

Apr. 2015 – Apr. 2016

National Undergraduate Innovative Training Project

JILIN UNIVERSITY

1. Developed a landscape recommendation system based on image retrieval method.
2. Adopted *Bag of Features* for image representation and *KD-Tree* for high-dimensional feature retrieval.
3. Published two papers^[13,4], one software copyright^[5] and was awarded as **Outstanding Project**.

HONORS & CONTEST

Nov. 2021	Alberta Graduate Excellence Scholarship	UNIVERSITY OF ALBERTA
Oct. 2016	Qihoo 360 Scholarship (top 5 out of 1000)	JILIN UNIVERSITY
Nov. 2015	National Scholarship (top 5 out of 281)	MINISTRY OF EDUCATION
Dec. 2015	Excellent Student of Jilin University	JILIN UNIVERSITY
2014, 2015	Second-level Scholarship of Jilin University	JILIN UNIVERSITY
2015, 2016	College Excellent Student	JILIN UNIVERSITY
May 2015	The 1 _{st} Prize in <i>Jilin Provincial Mathematical Contest in Modeling</i>	JILIN PROVINCE

SKILLS

Programming Languages: Python, C, C++, Java, C#, Matlab, R, HTML and Latex.

Technologies: PyTorch, Keras, SciPy, NumPy, Pandas, Scikit-learn, Weka, Jieba, UNIX, Git, Unity

Natural Languages: English, Chinese (mother language)

PUBLICATIONS

1. **Guo Chuan**, Xinxin Zuo, Sen Wang, Xinshuang Liu, Shihao Zou, Minglun Gong, and Li Cheng. "Action2video: Generating Videos of Human 3D Actions." *International Journal of Computer Vision* (2022): 1-31.
2. Shihao Zou, **Chuan Guo**, Xinxin Zuo, Sen Wang, Pengyu Wang, Xiaoqin Hu, Shoushun Chen, Minglun Gong, Li Cheng. "EventHPE: Event-based 3-D Human Pose and Shape Estimation." *IEEE International Conference on Computer Vision*, pp. 10996-11005. 2021.
3. **Guo Chuan**, Xinxin Zuo, Sen Wang, Shihao Zou, Qingyao Sun, Annan Deng, Minglun Gong, and Li Cheng. "Action2Motion: Conditioned Generation of 3D Human Motions." In *Proceedings of the 28th ACM International Conference on Multimedia*, pp. 2021-2029. 2020.
4. **Guo Chuan**, Juan Cao, Xueyao Zhang, Kai Shu, and Miao Yu. "Exploiting emotions for fake news detection on social media." *arXiv preprint arXiv:1903.01728* (2019).
5. Ji, Kaixuan, **Chuan Guo**, Shengfu Zou, Yang Gao, and Hongwei Zhao. "Image Retrieval Algorithm Based on Feature Fusion and Bidirectional Image Matching." In *2015 4th National Conference on Electrical, Electronics and Computer Engineering*. Atlantis Press, 2015.
6. Zou, Shengfu, **Chuan Guo**, Kaixuan Ji, Yang Gao, and Hongwei Zhao. "Design and Implementation of Tourist Landmarks Recommending System." In *2016 3rd International Conference on Materials Engineering, Manufacturing Technology and Control*. Atlantis Press, 2016.
7. Jilin University. *Landscapes Recommendation System V1.0*[CP/CD]. Copyright Number: 2015SR259762