

王佳伟

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教育背景

2024 - 至今	沈阳建筑大学	硕士
专业: 计算机科学与技术		
2020 - 2024	华北科技学院	学士
专业: 计算机科学与技术		

专业技能

熟练掌握 C/C++ 和 Python，能够编码实现常见的数据结构和算法。熟悉 PyTorch 深度学习工具，主要研究方向是深度估计。熟练使用 Windows 和 Linux 操作系统。熟悉 Git、Docker 等项目辅助工具。熟练掌握 Markdown 和 LaTeX 等文档排版语言，对 Django 框架和 MySQL 也有一定了解。

项目经历

ApDepth

[项目链接](#)

我们提出了 *Apdepth*，一个基于扩散模型的深度估计方法。我们首先对模型进行微调，通过将多步推理替换为单步推理，解决了推理时间过长的问题。然后我们引入了预训练模型来辅助扩散模型进行学习。我们使用 Depth Anything V2 作为“教师模型”，帮助我们的模型生成更准确的深度图。最后，我们引入了一种两阶段训练策略，结合 MSE 损失和我们提出的 Latent-Frequency 损失，以增强模型捕捉边缘信息的能力。

飞机大战游戏

[项目链接](#)

一个使用 Tic-80 引擎和 Lua 编程语言开发的简单像素艺术风格的射击游戏；我独立负责了该项目的所有方面，包括美术设计、音乐创作、代码开发和项目测试。

竞赛经历

力扣杯 2022 秋季编程大赛	No. 233 / 3999
中国银联 2023 校园招聘专场竞赛	No. 157 / 987
东京工业大学 2023 编程竞赛	No. 189 / 520

校园经历

CET4: 568 — CET6: 481

沈阳建筑大学 研究生三等奖学金

2025/10/21

华北科技学院 ACM 俱乐部副主席，负责俱乐部所有活动

2022/08 - 2023/06

自我评价

我是一个性格内向的人，待人谦和有礼。我热衷于学习新技术，并能迅速适应公司需求进行开发。我喜欢具有挑战性的任务，并总能在截止日期前交付高质量的成果。

Jiawei Wang

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EDUCATION

2024 - present Master at **Shenyang Jianzhu University**
Major: Computer Science and Technology

2020 - 2024 Bachelor's Degree at **North China Institute of Science and Technology**
Major: Computer Science and Technology

SKILLS

Proficient in **C/C++** and **Python**, capable of implementing common data structures and algorithms through coding. Familiar with **PyTorch** deep learning tools, with a primary research focus on depth estimation. Skilled in using **Windows** and **Linux** operating systems. Familiar with project support tools such as **Git** and **Docker**. Proficient in document formatting languages including **Markdown** and **LaTeX**, also with some understanding of the **Django** framework and **MySQL**.

PROJECTS

ApDepth

[Link to Rrpository](#)

We present **Apdepth**, a diffusion model, and associated fine-tuning protocol for monocular depth estimation. We first fine-tuned the model, resolving the issue of excessive inference time by replacing multi-step reasoning with single-step reasoning. Then we introduced pre-trained models to assist diffusion models in learning. we used Depth Anything V2 as our "Teacher Model" to aid our model to generate more accurate depth maps. Finally, we introduced a two-stage training strats, combine MSE-Loss and our Latent-Frequence-Loss to enhance the model's ability to capture edge information.

Air fight game

[Link to rpository](#)

A simple pixel-art shoot 'em up developed using the Tic-80 engine and Lua programming language; I independently handled all aspects of this project, including art design, music composition, code development, and project testing.

CONTEST EXPERIENCE

LeetCode Cup 2022 Fall Programming Contest	No. 233 / 3999
China UnionPay 2023 Campus Recruitment Special Competition	No. 157 / 987
Tokyo Institute of Technology Programming Contest 2023	No. 189 / 520

SCHOOL EXPERIENCE

Collage English Test: CET4: 568 — CET6: 481

SJZU Graduate Third-Class Scholarship

2025/10/21

Served as Vice President of the ACM Club at *NCIST*, overseeing all club activities. 2022/08 - 2023/06

SUMMARY

I am an introverted individual who maintains a courteous demeanor toward others. I am passionate about learning new technologies and can swiftly adapt to developing them according to company needs. I relish challenging tasks and consistently deliver high-quality results within deadlines.