# JIEKE WANG

https://jackywang2001.github.io 9450 Gilman Drive, La Jolla, CA 92092 (+1) 858-531-1486 \( \phi \) jiw010@ucsd.edu

### **EDUCATION**

# University of California San Diego

Fall 2019 - Summer 2023

Department of Mathematics

Advisor: Zhuowen Tu

## **PUBLICATIONS**

• Zheng Ding, **Jieke Wang**, and Zhuowen Tu. Open-Vocabulary Panoptic Segmentation with MaskCLIP (submitted to ICLR2023): open-vocabulary panoptic segmentation allows general segmentation by arbitrary texts. Previous methods for open-vocabulary detection or segmentation usually rely on distilling or finetuning a foundation model pretrained on vision-language (e.g. CLIP) and use the foundation model as a classifier that iterates the extracted regions. We first build a baseline method by directly adopting pre-trained CLIP models without finetuning nor distillation. We then develop MaskCLIP, a Transformer-based approach with a Relative Mask Attention (RMA) module. The RMA is an encoder-only module that seamless integrates mask tokens with a pre-trained ViT CLIP model for semantic/instance segmentation and class prediction. We obtain encouraging results for open-vocabulary panoptic/instance segmentation and state-of-the-art results for semantic segmentation on ADE20K and PASCAL datasets.

## RESEEARCH INTEREST

• Computer Vision (CV) & Multi-Modal Learning (MM): open-vocabulary localization; vision-language models; prompt fine-tuning; video understanding; visual causalities ...

#### SELECTED INDEPENDENT PROJECTS

- In-progress: Multi-modal Prompt for Video Question Answering
- Generative Adversarial Network for Anime-Style Art
- Semantic Segmentation for Anime-Style Art from Domain-Adapted Training Data
- Visual Question Answering through Cross-Modal Transformer
- Person Re-Identification using Semi-Hard Negative Sampling and Soft-Labeled Triplet Loss
- Material & Emptiness Classification by SURF and Bag of Visual Words

# **SKILLS**

- Fluent in Python (PyTorch), Mathematica
- Detectron2 and MMCV for Computer Vision Tasks
- Taichi Programming Language for Physics-based Computer Graphics

### WORK EXPERIENCE

- January 2022 present: Research assistant at mlPC Lab, UCSD.
- June 2020 August 2020: Internship as Stock-Strategy Engineer in Shengang Securities, Shanghai.