

# Tommy Jiang

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## EDUCATION

<b>University of Wisconsin Madison</b> ( <i>Department of Electrical and Computer Engineering</i> )	Madison, WI
MSc. Electrical and Computer Engineering	Sept. 2024 – Dec. 2025 (Expected)
<b>University of Manchester</b> ( <i>Department of Electrical and Electronic Engineering</i> )	Manchester, U.K.
MSc. Communication and Signal Processing (GPA: 75.5/100, Honor: Distinction)	Sept. 2022 – Dec. 2023
<b>Changchun University of Science and Technology</b> ( <i>School of Optoelectronic Engineering</i> )	Changchun, China
BEng. Optoelectronic Information Science and Engineering (GPA: 3.86/5.00, Rank: 11/221)	Sept. 2018 – June. 2022

## RESEARCH EXPERIENCE

### High Quality Human Avatar Rendering via Gaussian Splatting

*Supervised by Prof. Haoang Li*

Jan. 2024 – Present

- Designed and implemented an enhanced Gaussian Splatting model to render the more accurate human avatar by introducing image features of human action flow.
- Extracted image features from different frames with attention to each other, and attached the features to each Gaussian ellipsoid via distillation.
- Improved rendering accuracy with the extra supervision of feature consistency within time domain.

### Binary CNN Design and Application on Computational Camera Scamp5d

*Supervised by Prof. Piotr Dudek*

June 2023 – Sept. 2023

- Designed and implemented a binary convolutional neural network adapted on the special computing architecture of Scamp5d, the intelligent camera designed by Piotr.
- Trained a binary network named LiB-Net, whose weights and inputs of each layer are all binary values, transferring multiplication with weights to XNOR operations.
- Separated the traditional convolution unit into depth-wise convolution and channel-wise convolution, reducing the parameter number and FLOPS of the model.
- Issued a novel convolution strategy of calculating the Hadamard products of the input photo and a kernel map composed of repeated convolution kernel, conducting the convolution on different regions happen parallelly and accelerating the convolution on a single channel.
- Issued a novel strategy of tiling all the channels on a big image map instead of piling them up, in order to operating convolution across different channels parallelly, accelerating the convolution on the whole multi-channel image.

### JART: ViT-based Network for Classification on Human Motion

*Supervised by Prof. Lin Li*

Mar. 2022 – Jun. 2022

- Designed and trained a Transformer-structured network based on dataset UCF-101, the network finally reached 94.3% in accuracy of validation.
- Clip a video stream into 3-dim spatial-temporal cubes and flatten them as a sequence of vector, converting videos from visual representation into sequential one to fit the structure of Transformer.
- Applied a classification token instead of flattened feature maps to concentrate feature and be fed into classification head, this token can collect feature information via attention instead of spatial convolution.
- Issued a data augmentation strategy on video data, comprising of temporal and spatial clipping and zooming, enhancing the grades on validation set and the generalization of the model on motion classification tasks.

## AWARDS & DISTINCTIONS

Master of Science Degree with Distinction	Dec. 2023
First-class Academic Scholarship	2018 – 2019, 2019 – 2020
Wang Daheng College Scholarship	Nov. 2019
National 2 <sup>nd</sup> Prize of 2020 Contemporary Undergraduate Mathematical Contest in Modeling (CUMCM)	Nov. 2020
National 3 <sup>rd</sup> Prize of 8 <sup>th</sup> National University Students' Opt-Sci-Tech Competition	Sept. 2020
1 <sup>st</sup> Prize of the University Students' Opt-Sci-Tech Competition in Northeast China	Aug. 2020
Second Prize of Hisense Cup Artificial Intelligence Competition	Dec. 2020

## LANGUAGES AND SKILLS

<b>Languages:</b>	Mandarin (native); Shanghainese (native) English – Test Scores: IELTS 7.0 (Reading 8.0; Listening 7.0; Speaking 6.5; Writing 6.0)
<b>Computer:</b>	Python (proficient), MATLAB (proficient), C (proficient), C++ (proficient), C# (basic), Photoshop (proficient), AfterEffects (proficient), Illustrator (proficient), StableDiffusion (proficient), Unity (basic)