



# Jiakai Zhang

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## Introduction

I am interested in Computer Vision, Computer Graphics, Computational Photography and Bioinformatics. I received my Bachelor of Computer Science and Technology at ShanghaiTech University. Now I am a graduate candidate at ShanghaiTech University where I am advised by Prof. Jingyi Yu.

## Education

- 2020–Present **Master**, *ShanghaiTech University*, Shanghai, *Major GPA: 4/4*.  
In Virtual Reality and Visual Computing Lab, supervised by Prof. Jingyi Yu. Deep Learning: A, Matrix Computation: A, 1 accepted publication, 1 submitted publication.
- 2016–2020 **Bachelor**, *ShanghaiTech University*, Shanghai, *GPA: 3.5/4*.  
Linear Algebra: A, Introduction to Information Science and Technology: A, Data Structure: A, Web and Text Mining: A, Computer Vision: A-

## Experience

### Vocational

- 2018–Present **Intern**, *Stereeye Intelligent Technology Co.,Ltd.*, Shanghai.  
Part-time intern in startup company.  
Detailed achievements:
- Participated the design of start-up project pipeline and algorithm
  - Developed holographic projection software to show 3D models for gallery and exhibition.
  - Learned about 3D Reconstruction, Object Recognition, plane structure extracting and multiple algorithms of SLAM.

### Miscellaneous

- 2020.9–2021.1 **TA of Computational Photography Course**, *ShanghaiTech University*, Shanghai.  
Detailed experiences:
- Designed homework.
  - Taught basic light field knowledge and gave exercise classes.
  - Participated in every group final project designing.
- 2018.5–2018.9 **“Intel Cup ESDC Webinar” Third Prize**, *ShanghaiTech University*, Shanghai.  
Detailed experiences:
- Designed a system to recognize, analyze and record person’s emotion using CNN.
  - Learned about the FPGA and Intel-up2 Board.
  - Learned about the Machine Learning and Computer Vision.
  - Learned about Python, Keras, OpenCV and Face & Emotion Recognition.

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2017.7–2017.8 **Support Education Volunteer**, *Deyang*, Sichuan.

Detailed experiences:

- Taught pupils about the science and cultural.
- Learned the responsibility of young people.
- Made the plan to solve the problem about lack of reading extra books for leftover children.

## Languages

English Academic level  
Mandarin Native speaker

*Had CET-4 and CET-6 Certificate*

## Computer skills

Programming languages	C, C++, Python, Matlab, html	Platforms	Windows, Mac OS, Linux
Adobe	Photoshop, Acrobat, After Effects	Office	PPT, Word, Excel
Libraries	PyTorch, OpenGL, Numpy, PIL and so on.		

## Interests

Computer Games League of Legends, Steam, Hearthstone

Basketball Took part in basketball competition “Yumin” Cup many times, and won the championship, the second place and the third place.

Outdoors Chengdu, Shanghai for Music Festivals. Suzhou, Hangzhou for go hiking, and so on. Looking forward to the next exciting trip.

## Awards

2016.9–2020.6 **Undergraduate**, *ShanghaiTech University*, Shanghai.

- **Excellence Scholarship of ShanghaiTech University**
- **"Innovation, Originality and Entrepreneurship" Challenge Third Prize**
- **"Intel Cup ESDC Webinar" Third Prize**

## Publications

- [1] Zhang Jiakai, Liu Xinhang, Ye Xinyi, Zhao Fuqiang, Zhang Yanshun, Wu Minye, Zhang Yingliang, Xu Lan, and Yu Jingyi. Editable free-viewpoint video using a layered neural representation. In *ACM SIGGRAPH*, 2021.
- [2] Quan Meng, Jiakai Zhang, Qiang Hu, Xuming He, and Jingyi Yu. Lgmn: A context-aware line segment detector. In *Proceedings of the 28th ACM International Conference on Multimedia*, pages 4364–4372, 2020.