Jianqiang Ding

建强

Contest, Third-class



	Education
Sept 2017	Master of Science in Computer Technology
_	Shenzhen University, China
	Supervised by Prof. Hui Huang
Aug 2011	Bachelor of Science in Energy and Power Engineering
-July 2015	Harbin Engineering University, China
	Supervised by Prof. Hechun Wang
	Work Experience
July 2020	Visual Computing Research Center at Shenzhen University, China
-Now	Research Assistant
	Develop an algorithm for wire sculpture creation
-	Institute of Software Chinese Academy of Sciences, China
-Nov 2018	Research Intern
	Development of interval arithmetic based reach-ability analysis framework designed for hybrid automatons
$\mathrm{Apr}\ 2017$	Visual Computing Research Center at Shenzhen University, China
-Sept 2017	Research Intern
	Develop a method to produce image mosaic
_	Chinese Institute of Marine & Offshore Engineering HB Co., Ltd, China
–July 2016	Engineer
	Publications
	Discernible Image Mosaic with Edge-aware Adaptive Tiles (CVM2019)
	Pengfei Xu, Jianqiang Ding , Hao Zhang, Hui Huang
	Software
IraFhy	Interval arithmetic based reachability analysis framework designed for hybrid automatons
	Awards and Honours
2019-2020	Shenzhen University Academic Scholarship, Second-class
2018-2019	Shenzhen University Academic Scholarship, Second-class
2017-2018	Shenzhen University Academic Scholarship, First-class
Spring 2014	- 1
2012-2013	Excellent staff of Science and Technology Association, Harbin Engineering University

Oct 2012 The "May Fourth Cup" College Students' Extracurricular Academic Science and Technology

Service

Volunteer

July 2019 Visual Computing Summer School at Shenzhen University

July 2018 Visual Computing Summer School at Shenzhen University

Teaching

Sept 2018 Computer Graphics at Shenzhen University

-Jan 2019 Instructor: Dr. Pengfei Xu

Teaching Assistant

Activity

Aug 2019 Summer School on Formal Methods at Institute of Software Chinese Academy of Sciences, China

Apr 2019 International Conference on Computational Visual Media at University of Bath, UK

Attend and present the paper "Discernible Image Mosaic with Edge-Aware Adaptive Tiles"

Technical Skills

Programming C/C++, Python, Matlab, LATEX, CMake

Technologies Eigen, libigl, OpenCV, OpenMP, Antlr, Doxygen, Numpy, Scipy, GoogleTest, Github, Pytorch,

graph-tool, igraph, Markdown

Tools Linux, Blender, 3Ds Max