## **Kaihua Tang**

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EDUCATION	Nanyang Technological University, Singapore	
	<ul> <li>Ph.D Candidate in School of Computer Science and Engineering</li> <li>Adviser: Asst Prof. Hanwang Zhang</li> </ul>	Jul 2018 – Now
	Shanghai Jiao Tong University, Shanghai, China	
	<ul> <li>M.S. in Computer Science (Dual Master Program)</li> <li>Adviser: Prof. Lizhuang Ma</li> <li>Cumulative GPA: 3.17 / 3.3</li> </ul>	Sep 2015 – Mar 2018
	Waseda University, Graduate School of IPS, Kitakyushu, Japan	
	<ul> <li>M.S. in Information, Production and System (Dual Master Program)</li> <li>Adviser: Prof. Sei-ichiro Kamata</li> <li>Cumulative GPA: 3.76 / 4.0</li> </ul>	Oct 2014 – Jul 2016
	Shanghai Jiao Tong University, Shanghai, China	
	<ul> <li>B.S. in Computer Science</li> <li>Adviser: Prof. Kai Yu</li> </ul>	Sep 2011 – Jul 2015
	<ul> <li>Cumulative GPA: 3.47 / 4.3 (or 3.59 / 4.3 without Four University English Courses)</li> <li>Second Major in Chinese Painting</li> <li>Adviser: Qi Wang</li> <li>Cumulative GPA: 4.05 / 4.3</li> </ul>	Sep 2012 – Jul 2014
	University of California, Berkeley, California, USA	
	<ul> <li>Summer Session</li> </ul>	Jul 2013 – Aug 2013
EXPERIENCE	Tencent, AI Lab, Research Intern, ShenZhen, China	
	■ Project: Scene Graph Generation	Mar 2018- Jun 2018
	Mihoyo, Mobile Game Development Intern, Shanghai, China	
	<ul> <li>Project: Mobile Game Development Using Unity 3D.</li> </ul>	Apr 2017- Dec 2017
	Kamata Lab and Digital Image Lab, Waseda (Japan) and SJTU (China)	
	<ul> <li>Project: Age Estimation and Age-Invariant Face Recognition</li> <li>TOSHIBA Research &amp; Development Intern, TOSHIBA, Tokyo, Japan</li> </ul>	Feb 2016 – Mar 2018
	<ul><li>Project: Image Inpainting</li></ul>	Aug 2015- Sep 2015
PUBLICATIONS	CONFERENCES	
	<ul> <li>K. Tang, et al., "Learning to Compose Dynamic Tree Structures for Visual Contexts," in <i>Computer Vision and Pattern Recognition 2019</i>, Long Beach, Jun 2019.</li> <li>Xu Yang, K. Tang, et al., "Auto-Encoding Scene Graphs for Image Captioning," in <i>Computer Vision and Pattern Recognition 2019</i>, Long Beach, Jun 2019.</li> <li>K. Tang, et al., "Eigen-Aging Reference Coding for Cross-Age Face Verification and Retrieval," in <i>Asian Conference on Computer Vision</i>, Taipei, (pp. 389-403) Nov 2016.</li> </ul>	
AWARDS & SCHOLARSHIPS	<ul> <li>Waseda Partial Tuition-Waiver Scholarship for Privately Financed Internationa GPA rank Top 10 out of 300.</li> </ul>	ol Students Oct 2015
	■ Monbukagakusho Honors Scholarship for Privately Financed International Stu	dents Oct 2014
	<ul> <li>Academic Excellence ScholarShip of SJTU third class</li> </ul>	2013 – 2014
	<ul> <li>Emerging Talent Award, Cloud Programming World Cup A software development competition hosted by FORUM8 in Tokyo.</li> </ul>	Nov 2013

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Python, MATLAB, C#, Java, C++, Swift,

**SKILLS** 

**LANGUAGES** • Chinese: Native language.

• English: Fluent (TOEFL 103, GRE 328).

■ Japanese: Basic (N2).

VOLUNTEER ACTIVITIES • YAPM Summer Volunteer Program, TECC Organization

Jul 2014 – Aug 2014

Volunteer of Spring Festival Railway Transport

Feb 2013

• Volunteer of TORAY Cup Shanghai International Marathon

Dec 2011

**INTERESTS** 

Outdoor Activities (Hiking, Camping, Mountain Climbing, Roller Skating, etc)

[CV compiled on 2019-04-13]