李维天

▲ 上海交通大学 ★ 物理学・博士

物理学专业(射电天文方向)直博研究生,有扎实的物理、数学与统计学基础,擅长数据建模与分析,热衷计算 机和网络技术,有10年的Linux和BSD使用经验,熟练掌握Shell、Python和C语言编程。积极实践自由开源精神, 在 GitHub 上分享多个项目,是 DragonFly BSD 操作系统的开发者,并积极参与其他多个开源项目。

▶ 技能和语言

⚠ Linux (10年), **Transport** DragonFly BSD & FreeBSD (7年) 操作系统

编程 Python, C, Shell, R, Tcl/Tk

工具 SSH, Git, Make, Tmux, Vi, Ansible

数据分析 R, Pandas; Matplotlib, ggplot2; Keras, Scikit-learn

网站开发 Flask, JavaScript, jQuery, Bootstrap

A 文 语言 英语 - 读写(优良), 听说(日常交流)

☎ 教育背景

2 •1 [9 •. 2013.09 9] 上海交通 大学物理与天 文学院物理学 博士 2 ſ **2** •1 2009.09 3 **•**. 6] 上海交通 大学物理与天 文系应用物理 学学士

♥ 计算机技能

- > DragonFly BSD 操作系统开发者: 200+ 代码提交;内核以及系统工具;在邮件列表和 IRC 频道交流和回答问题
- ➤ 使用 Ansible 管理 VPS,部署个人域名邮箱、权威 DNS、网站、Git、IRC 等服务
- > 搭建并管理课题组的工作站、计算集群(4节点)和网络设备
- > 参与配置和测试上海天文台的 SKA 高性能计算集群原型机(1 管理节点 + 1 存储节点 + 4 计算节点)
- ▶ 设计并开发了"2014 第一届中国—新西兰联合 SKA 暑期学校"的整个网站(Django, Bootstrap, jQuery)

</> **〈/〉**个人项目

- > atoolbox: (Python, Shell) 多年来累积的各种工具,帮助管理系统、执行常用任务、分析天文数据等
- ➤ dfly-update: (Shell) DragonFly BSD 系统更新程序

- ➤ openrcs: (C) 改进 OpenBSD RCS, 使其与 GNU RCS 足够兼容
- ➤ fg21sim: (Python) 模拟低频射电天空图像
- > cdae-eor: (Python, Keras) 使用卷积去噪自动编码器(CDAE)分离宇宙再电离(EoR)信号
- ➤ chandra-acis-analysis: (Python, Shell, Tcl) X 射线天文观测数据的半自动化分析程序
- ➤ resume: (LATEX) 此简历的模板和源文件

☎ 科研成果

- > 开发低频射电天空图像模拟软件: FG21sim
- > 开发程序实现 X 射线天文观测数据的半自动化分析: chandra-acis-analysis
- ➤ 利用卷积去噪自动编码器(CDAE)在频率维度分离微弱的宇宙再电离(EoR)信号
- > 利用卷积神经网络(CNN)对 FIRST 巡天的射电星系图像根据形态特征进行分类
- > 显著改进星系团射电晕的建模, 并考虑低频干涉阵列的复杂仪器效应
- > 改进 X 射线光谱拟合的背景成分建模, 获到更准确可靠的拟合结果
- > 发表 2 篇第一作者以及 8 篇合作者 SCI 论文

➡ 实习经历

2018.08	数据工程师@上海领脉网络科技(初创公司)
2018.04	➤ 从 Amazon 网页搜索并挖取商品与广告信息(Python, Requests, BeautifulSoup)
	➤ 配置 Airflow 服务器和数据库等基础设施,定期从 Amazon 获取产品销售与广告投放等数据
	➤ 开发网站(Flask, jQuery),帮助客户优化 Amazon 广告投放
2013.09	网站开发 @ 97 随访(初创公司)
2013.07	➤ 后端开发(Django),完成用户注册、数据存储和搜索等功能
	➤ 前端开发(jQuery, AJAX),对患者各项指标随时间的变化进行可视化

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W Nov. 1998



Shenzhen, Guangdong, China Github.com/Kemo-Huang



EDUCATION

Present Sep. 2016

Southern University of Science and Technology, Shenzhen, China

Department of Computer Science and Engineering

Bachelor of Engineering in Computer Science

- > Cumulative GPA: 3.53/4.0, three scholarships
- > Third prize winner for the exhibition of Innovative Experiment at CSE.
- > Head of publicity department at student union with the 2018 best department award
- > Founder of college calligraphy and painting club

RESEARCH OF INTEREST

> Autonomous Driving & Robotics

Perception System, Vehicle Tracking, Sensor Fusion, Behavior Prediction, Simultaneous Localization and Mapping (SLAM), Mobile Robots.

> Machine Learning & Computer Vision

Neural Networks, Bayesian Machine Learning, Image and Point Cloud Processing, Multiple Object Detection and Tracking.

ACADEMIC EXPERIENCE

Research Lab: Intelligent Sensing and Unmanned Systems, SUSTech

Present

3D Vehicle Tracking

Improved the robustness of a state-of-the-art tracking algorithm by fully fused camera and Li-DAR data. Devised a tracking-by-detection pipeline with effective image-point feature extraction and appearance-motion modeling by long-short term memory (LSTM).

Oct. 2019

3D Vehicle Detection

Built an online 3D vehicle detection system for monocular cameras and LiDAR. Integrated the detection algorithm with the "Autoware" software for autonomous driving system based on robotic operating system (ROS). It's an internship project of Shenzhen Haylion Tech.

May 2019

Sensor Calibration

Experimented extrinsic calibration between monocular cameras and LiDARs. The 2D-3D point correspondences are trained with neural networks and the extrinsic parameters are solved efficiently by perspective-n-point (PnP) methods with RANSAC optimization.

Oct. 2018

LiDAR Point Cloud Upsampling

Assessed and optimized an image processing pipeline for depth image super-resolution. The depth from point clouds are completed by filter dilation and Markov random fields with fast speed and relatively low loss against ground truth of Kitti.

\$° SKILLS

Operating Systems Linux, Robotic Operating System (ROS)

Programming Libraries

OpenCV, Pytorch, Scikit-learn, Pandas, MATLAB, Point Cloud Library (PCL)

Web Development

Android, SpringBoot, Flask, WeChat mini-app, Unity