

# Xianyao Zhang

Master student

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## Education

**M. Sc.** in *Computer Science*, ETH Zürich.  
GPA: 5.88/6.0.

2017.9-2019.6 (expected)

**B. Sc.** in *Intelligence Science and Technology*, Peking University. (Summa cum laude)  
GPA: 3.76/4.0. Ranking: 1/37.

2013.9-2017.7

## Professional Experience

**Intern**, Rendering Group, Disney Research Zürich  
Mentor: *Dr. Jan Novak*

2018.4-2018.9

Description: Applied deep learning methods to the denoising of Monte Carlo renderings.

## Academic Experience

**Research Assistant**, Key Laboratory of Machine Perception (MoE), Peking University  
Advisor: *Prof. Zhouchen Lin*

2016.11-2017.6

Project: **Fast Multiple Affine Template Matching** (Undergraduate Thesis)

Description: Designed an algorithm to locate multiple affine matches of a template in a single target image.

**Research Assistant**, Key Laboratory of Machine Perception (MoE), Peking University  
Advisor: *Prof. Zhihong Deng*

2016.9-2017.3

Project: **Adversarial Training against Adversarial Examples**

Description: Designed a *Destroyer-Versus-Discriminator* model to detect adversarial examples that also improves the classification accuracy.

**Research Assistant**, NELVT, Peking University  
Advisor: *Prof. Yizhou Wang*

2015.12-2016.11

Project: **Video Inpainting with GAN**

Description: Applied generative adversarial networks (GANs) to the video inpainting task.

**Teaching Assistant**, Department of Computer Science, ETH Zürich  
Course: **Computer Graphics**

2018.9-2019.1

Instructors: *Dr. Jan Novak, Prof. Markus Gross*

Course description: Master-level course of computer graphics, focusing on (physically-based) rendering.

**Teaching Assistant**, School of EECS, Peking University  
Course: **Introduction to Computation (B)**

2016.9-2017.1

Instructor: *Qinjian Zhang*

Course description: Introduction-level C and algorithm course for undergraduates.

## Projects

**Game Recognition of Go** (C++ with OpenCV)

Description: Using image processing algorithms (Hough transform, RANSAC and intensity normalization) for recognition of Go game (i.e. position of every stone) in an image.

**High-Quality Real-Time Video Inpainting with PixMix** (MATLAB and C++, team leader)

Description: Reimplementation of TVCG'14 paper as a project for *Image Processing* course.

## Skills

### Programming

Languages: Proficient in python, MATLAB, C/C++; familiar with C#, HTML, JavaScript,  $\text{\LaTeX}$ , CUDA C/C++

Toolboxes: TensorFlow, OpenCV, Torch7, CGAL, Boost Graph Library.

### Languages

Fluent in English (TOEFL: 113)

Native speaker of Mandarin Chinese.

## Awards and Honors

**Excellent Undergraduate of Beijing**, Peking University, 2017.

**Excellent Undergraduate Thesis**, Peking University, 2017.

**Founder Scholarship** (top 5%), Peking University, 2016.

**Merit Student** (top 5%), Peking University, 2016.

**Tung OOCL Scholarship** (top 5%), Peking University, 2015.

**Merit Student** (top 5%), Peking University, 2015.

**Founder Scholarship** (top 5%), Peking University, 2014.

Last updated: September 1, 2018