CONTACT Information

Address: Pudong, Shanghai, China

Wechat: nenhabkks

☐ Tel: +86 19821254220

Homepage:https://mq66.github.io

☑ E-mail:mengquan@shanghaitech.edu.cn

ACADEMIC HISTORY

### ShanghaiTech University

Fall 2019 - Spring 2022 (expected)

• M.S. in Computer Science and Engineering

• Advisor: Prof. Jingyi Yu

## **Shandong University**

Fall 2015 - Spring 2019

• B.S. in Automatic Control

• Advisor: Prof. Guoliang Liu

## Publications

 Quan Meng, Anpei Chen, Haimin Luo, Minye Wu, Hao Su, Lan Xu, Xuming He, and Jingyi Yu

GNeRF: GAN-Based Neural Radiance Field without Posed Camera

Proceedings of the IEEE/CVF International Conference on Computer Vision (ICCV), 2021

Oral Presentation: 3.4%

We introduce GNeRF, a method that can estimate camera poses and neural radiance fields jointly when the cameras are initialized at random poses in complex scenarios (outside-in scenes, even with less texture or intense noise). We achieve this by marrying Generative Adversarial Networks (GAN) with Neural Radiance Field.

2. Quan Meng, Jiakai Zhang, Qiang Hu, Xuming He, and Jingyi Yu

LGNN: A Context-Aware Line Segment Detector

Proceedings of the 28th ACM International Conference on Multimedia (ACM MM), 2020

Poster: 27.9%

Existing approaches require a computationally expensive verification or postprocessing step. Our LGNN employs a deep convolutional neural network (DCNN) for proposing line segments directly, with a graph neural network (GNN) module for reasoning their connectivities. LGNN achieves comparable performance and enables time-sensitive 3D applications.

# Honors and Awards

• First prices in World Robot Contest Fighting Robot Competition.

2017

• First prices (Shan Dong) in National Undergraduate Electronics Design Contest

• National Scholarship Award

2021

2017, 2018

#### TECHNICAL SKILLS

- Softwares: Linux, C/C++, Python, Java, Pytorch, Opency, Latex, Matlab, Qt.
- Hardwares: STM32, STC, PCB.

## TEACHING EXPERIENCE

• CS280 Deep Learning in ShanghaiTech University: Teaching Assistant