

Chenghao (Shenghao) Li

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🏠 merical.github.io

🎓 Education

Shanghai Jiao Tong University (SJTU)	2020.09 – 2023.12
Control Science and Engineering Pattern Recognition and Intelligent Systems PhD	Shanghai
East China University of Science and Technology (ECUST)	2017.09 – 2020.06
Mechanical Engineering Robot Vision Master	Shanghai
East China University of Science and Technology (ECUST)	2013.09 – 2017.06
Mechanical Design, Manufacturing and Automation English (Dual Degree) Bachelor (Honours)	Shanghai

🏢 Selected Publications

1. S. Li, Q. Zhao and Z. Xia, “Sparse-to-Local-Dense Matching for Geometry-Guided Correspondence Estimation”, in IEEE Transactions on Image Processing, vol. 32, pp. 3536-3551, 2023. [Link](#)
2. S. Li, Z. Xia and Q. Zhao, “Representing Boundary-ambiguous Scene Online with Scale-encoded Cascaded Grids and Radiance Field Deblurring”, in IEEE Transactions on Circuits and Systems for Video Technology, 2023. (Early Access) [Link](#)
3. S. Li, S. Liu, Q. Zhao and Q. Xia, “Quantized Self-Supervised Local Feature for Real-Time Robot Indirect VSLAM”, in IEEE/ASME Transactions on Mechatronics, vol. 27, no. 3, pp. 1414-1424, 2022. [Link](#)

📁 Selected Research Projects

- Visual Scene Perception and 3D Reconstruction** - Researcher - [Link](#) 2022.11 – 2023.06
- Proposed an online scene representation learning for indoor/outdoor scenes in a reparameterized domain;
 - Proposed an radiance field deblurring scheme against motion blur by leveraging physical imaging process;
- Learning-based Correspondence Estimation and Visual SLAM** - Researcher - [Link](#) 2021.09 – 2022.06
- Proposed an E2E feature detection, description and matching pipeline with supervision noise regularized;
 - Proposed a feature-based VSLAM with quantized self-supervised local feature with more stable tracking;
- 3D Visual Drug Box Detector** - Algorithm Developer - [Link](#) 2019.10 – 2020.06
- Established a 3D visual drug box detection pipeline, performed drug identification and 3D size estimation;
 - Built a drug box datasets with customized hardwares, participated in data collection of 1,000+ samples;
- ROS Omnidirectional Mobile Platform Development** - Software Developer - [Link](#) 2018.07 – 2019.06
- Proposed a feature-based VSLAM for Visual Mapping and Localization;
 - Developed ROS-based CV applications on Jetson platforms, e.g., object tracking, object detection, etc;

📁 Selected Internships

- MiniMax** - 3DV&AIGC Research Intern 2021.11 – 2023.05
- Designed 3D animatable avatars based on NeRF, participated in data collection of 500+ people;
 - Implemented and trained diffusion models based on a self-collected dataset following stable-diffusion;
- QualComm** - AI Intern 2019.07 – 2020.07
- Researched Neural Network Quantization, reimplemented Data-free Quantization and several SOTA works;
 - Developed a comment analysis model for Customer Engineering;
- Oceanbotech** - Robotics&Vision Intern 2016.10 – 2019.06
- Developed VSLAM, object tracking, and object detection algorithms for a ROS based mobile platform;
 - Developed pose control algorithm by real-time optimization for an ROV;

🏆 Awards

SJTU WeiChai Power Scholarship (top1% highest honour at SJTU)	2023.12
Shanghai College Student Creative Robot Challenge, Second Prize	2019.10

⚙️ Skills

- Programming: Python, C/C++, ROS, Tensorflow, Pytorch, OpenCV, Transformer;
- Misc: English (IELTS 7.5), Linux, Shell, \LaTeX , Markdown, Microsoft Office, Git;