

Qingrui Zhao (赵清锐)

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ABOUT

I am a second-year Master's student at Beijing Institute of Technology (BIT). My research interest lies in enhancing the mobility and reliability of legged robots through robust perceptual algorithms and various sensor modalities. I also hold a vast interest in SLAM and mobile robots.

EDUCATION

Beijing Institute of Technology

MSc in Mechanical Engineering

Supervisor: Prof. [Qiang Huang](#)

Relevant Courses:

Matrix Analysis (88), Advanced Control Engineering (92), Robot System Design and Applications (89)

Beijing, China

2022/09 - Present

Beijing Institute of Technology

BEng in Mechatronical Engineering

GPA: 3.6/4

Relevant Courses:

Linear Algebra (94), Mathematical Analysis for Engineering I, II (84, 85), Probability Theory and Mathematical Statistics (89), Theoretical Mechanics (98), Theory of Machines and Mechanisms (95), Mechatronic Control Technology (95), Basics of Python Programming and Artificial Intelligence (83)

Beijing, China

2018/09 - 2022/07

PUBLICATIONS

Qingrui Zhao, Mingyuan Li, Yongliang Shi, Xuechao Chen, Zhangguo Yu, Lianqiang Han, Zhenyuan Fu, Jintao Zhang, Chao Li, Yuanxi Zhang, and Qiang Huang. "LIKO: LiDAR, Inertial, and Kinematic Odometry for Bipedal Robots" in *ICRA*, 2024. [[paper](#)] [[video](#)]

PROJECTS

Cube Pusher [github.com/Mr-Zqr/cube_pusher]

2021/09 - 2022/02

Advisor: Prof. [Xuechao Chen](#)

This is a tiny robot designed as a class project. It is designed to fit into a competition and find wooden cubes and push them onto opposite colors on the ground. I was responsible for designing the structure of robots using SolidWorks and 3D printing, and for designing microcontroller expansion boards using Altium Designer to simplify electrical connections. We achieved second place in the final competition.

Vector - A 2D Racing Game [github.com/Mr-Zqr/Vector]

2019/03 - 2019/04

Advisor: A.P. [Fengnian Zhao](#)

This is a computer game about car racing written in C and C++ for the C Programming Language Practice course. I was the team leader and responsible for the game's architecture and interface design. We designed two modes for the game: "Flying Lap" for single-player mode and "Arena Battle" for two-player mode.

HONORS

Excellent Student Scholarship (graduate, Top 10%, departmental)

2022, 2023

First Prize for "Challenge Cup" National College Student Extracurricular Academic Science and Technology Works Competition

2023/04

First Class Scholarship (undergraduate, top 5%, departmental)

2019, 2020, 2021

SKILLS

Programming	C++, Matlab, Python
Frameworks	ROS, mc_rtc, Eigen
Tools	SolidWorks, Docker, GIT, Jupyter Notebook
Interests	Photography, Biking, Running

LANGUAGE

Chinese	Mother tongue
English	IELTS: band 8.0 L(8.5), R(8.5), W(6.5), S(8.0)