

## PERSONAL INFORMATION

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Address: University of Science and Technology of China, Hefei, Anhui, P.R.China  
Phone: + 86 18756077259  
Mail: [wqy9619@mail.ustc.edu.cn](mailto:wqy9619@mail.ustc.edu.cn)  
Nationality: Chinese  
Data of Birth: Jan 9th, 1996

## EDUCATION

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**University of Science and Technology of China** 2016-2019  
Third year Postgraduate in School of Mathematical Science

- Computer Vision, focus on 3D face related topics, for example 3D face reconstruction, representation.
- Computer Graphics

**Nanyang Technological University, Singapore** 2017-2018  
Visiting Research Intern in Multimedia and Interactive Computing Lab  
Focus on 3D Cartoon Face Modeling

**University of Science and Technology of China** 2012-2016  
Bachelor of Science in Special Class of Gifted Young

## RESEARCH INTERESTS

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Computer Vision, Computer Graphics, Image Processing, Geometry Processing

## PUBLICATIONS

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- **Disentangled Representation Learning for 3D Face Shape.** Zihang Jiang, Qianyi Wu, Keyu Chen, Juyong Zhang. IEEE Conference on Computer Vision and Pattern Recognition (**CVPR**), 2019.
- **Alive Caricature from 2D to 3D.** Qianyi Wu, Juyong Zhang, Yu-Kun Lai, Jianmin Zheng, Jianfei Cai. IEEE Conference on Computer Vision and Pattern Recognition (**CVPR**), 2018, (**spotlight**) (acceptance rate: 6.6%)

## RESEARCH EXPERIENCE

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Automatic Exposure Correction Algorithm 3.2016-6.2016  
Implement some algorithms about correcting exposure in image and make a comparison about different results. This project is part of my bachelor thesis. It uses some classical computational photography methods to adjust image exposure and focuses on some special parts, like human face region.

Style Transfer on Facial Image	8.2016-12.2016
Implement some image style transfer algorithms of traditional image processing methods and deep learning methods. This project tries to solve style transfer problem on face region. By involving face parsing technology, specific style of face components can transfer separately.	
3D Caricature Modeling	4.2017-3.2018
Propose a novel algorithm to model 3D caricature face from 2D image. This project adopts a brand new 3D object representation, with sparse 2D landmark constraint, to create a vivid 3D caricature model. A tie-1 publication was produced in this project and the paper was recommended by <a href="#">MIT Technology Review</a> .	
A Disentangled 3D Face Shape Representation	8.2018-12.2018
Develop a new kind of 3D face representation based on spectral graph convolution neural network. This project proposes a framework to tackle attributes decomposition problem defined in 3D mesh and directly applies the framework to 3D face shape for getting a disentangled representation. Paper about this project was accepted by CVPR 2019.	

## ACADEMIC TALKS

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Spotlight presentation in CVPR 2018, Salt Lake City, [YouTube Link](#)  
 Graphics And Mixed Environment Seminar Webinar, [GAMES talk](#)

## ACADEMIC SERVICES

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ACM Mutilmedia'18 reviewer	2018
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## TEACHING EXPERIENCE

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Teaching Assistant, Calculus, University of Science and Technology of China	9.2015-1.2016
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## AWARDS AND HONORS

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National Scholarship (awarded to top 2% graduates)	2018
First Class Scholarship	2016-2018
CVPR Student Volunteer and Travel Grant	2018
Outstanding Volunteer of USTC	2014
Special Freshman Scholarship	2012

## TECHNICAL SKILLS

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- Programming: C/C++, Matlab, Python.
- Language: Mandarin Chinese (first language), English (IELTS: 6.5)