ZHENYU TANG

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EDUCATION

University of Maryland - College Park

PhD candidate in Computer Science, supervised by Dinesh Manocha

Received Dean's Fellowship in 2018 and 2019, GPA: 3.7/4.0

College Park, MD, USA 2018 - 2022 (expected)

Hangzhou, Zhejiang, China

2013 - 2017

Zhejiang University (Chu Kochen Honors College)

Bachelor in Engineering (with Honor), Opto-Electronic Science and Engineering

Cumulative GPA: 3.73/4.0, Major GPA: 3.83/4.0 (top 5%)

PROFESSIONAL EXPERIENCE

Amazon Lab126 San Jose, CA July 2021 – Present

Research Intern in Audio Data Engineering

- Propose novel methods for generating high-quality acoustic training data
- Coordinate cross-team collaboration for enhancing internal data tools

Facebook Reality Labs

Redmond, WA

Research Intern in Audio Team

May 2020 – Oct. 2020

- Developed efficient algorithms for acoustic simulation with custom microphone arrays
- Built pipeline for training speech models with synthetic data which contributed to a publication

Adobe Systems Seattle, WA

Creative Intelligence Lab Intern in Audio Group

May 2019 – Sept. 2019

- Devised novel user-friendly methods for synthesizing realistic virtual sound in augmented reality, published a research paper and filed a patent for our original algorithm
- Integrated our learning-based acoustic analyzer as part of Adobe's Sensei cloud AI framework

ACADEMIC SERVICES

I served as a reviewer for

- SIGGRAPH 2020, SIGGRAPH Asia 2021
- The IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR) 2020 and 2021
- Transactions on Audio, Speech and Language Processing (TASLP) 2021
- Acta Acustica Journal 2020, 2021
- IEEE Transactions on Multimedia 2020
- Journal of the Acoustical Society of America (JASA) 2020

TECHNICAL STRENGTHS

Programming: C/C++, Python, Matlab, R, bash scripting

Software and Tools: Docker/Singularity, Pytorch, TensorFlow, Kaldi, Blender, Qt

Miscellaneous: LaTex, pybind11, OpenGL/CV, GLSL

PATENTS

Rendering Scene-Aware Audio Using Neural Network-Based Acoustic Analysis

Patent Filed, 2019

Zhenyu Tang, Dingzeyu Li, Nicholas J. Bryan, Timothy R. Langlois

SELECTED PUBLICATIONS

Improving Reverberant Speech Separation With Synthetic Room Impulse Responses

Rohith Aralikatti, Anton Ratnarajah, **Zhenyu Tang**, Dinesh Manocha *IEEE Automatic Speech Recognition and Understanding Workshop (ASRU) 2021*

Online Self-Attentive Gated RNNs for Real-Time Speaker Separation

Ori Kabeli1, Yossi Adi1, **Zhenyu Tang**, Buye Xu, Anurag Kumar

Workshop on Machine Learning in Speech and Language Processing 2021

IR-GAN: Room Impulse Response Generator for Speech Augmentation

Anton Ratnarajah, **Zhenyu Tang**, Dinesh Manocha

INTERSPEECH 2021

Point-based Acoustic Scattering for Interactive Sound Propagation via Surface Encoding

Hsien-Yu Meng, Zhenyu Tang, Dinesh Manocha

30th International Joint Conference on Artificial Intelligence (IJCAI 2021)

Learning Acoustic Scattering Fields for Dynamic Interactive Sound Propagation

Zhenyu Tang, Hsien-Yu Meng, Dinesh Manocha

IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR) 2021

Low-frequency Compensated Synthetic Impulse Responses for Improved Far-field Speech Recognition

Zhenyu Tang, Hsien-Yu Meng, Dinesh Manocha

International Conference on Acoustics, Speech, and Signal Processing (ICASSP) 2020

Improving Reverberant Speech Training using Diffuse Acoustic Simulation

Zhenyu Tang, Lianwu Chen, Bo Wu, Dong Yu, Dinesh Manocha

International Conference on Acoustics, Speech, and Signal Processing (ICASSP) 2020

Scene-Aware Audio Rendering via Deep Acoustic Analysis

Zhenyu Tang, Nicholas J. Bryan, Dingzeyu Li, Timothy R. Langlois, Dinesh Manocha

IEEE VR 2020 Journal, Transactions on Visualization and Computer Graphics (TVCG)

Regression and Classification for Direction-of-Arrival Estimation with

Convolutional Recurrent Neural Networks

Zhenyu Tang, John D. Kanu, Kevin Hogan, Dinesh Manocha

INTERSPEECH 2019

Receiver Placement for Speech Enhancement using Sound Propagation Optimization

Nicolas Morales, Zhenyu Tang, Dinesh Manocha

Applied Acoustics Volume 155, Pages 53-62

Dynamic Sound Field Synthesis for Speech and Music Optimization

Zhenyu Tang, Nicolas Morales, Dinesh Manocha

Proceedings of the 2018 ACM on Multimedia Conference. ACM, 2018

LightPainter: Creating Long Exposure Imagery from Videos

Yi-Ling Chen, **Zhenyu Tang**, Kwan-Liu Ma

IEEE computer graphics and applications 38, no. 4 (2018)

Full publication list at https://scholar.google.com/citations?user=gPGVGTkAAAAJ&hl=en&oi=ao