

Shanghai Jiao Tong University, 800 Dongchuan Rd., Shanghai, China

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Education __

Shanghai Jiao Tong University (SJTU)

Shanghai, Chin

B.S. IN INFORMATION ENGINEERING

Sep. 2015 - Jun. 2019 (Expected)

- Major in Information Engineering, and Minor in Computer Science
- · Focus on digital multimedia, machine learning and computer networks
- Major GPA: **88.12/100**

Publications _____

Approximate Random Dropout for DNN training acceleration in GPGPU

Zhuoran Song, **Ru Wang**, Dongyu Ru, Zhenghao Peng, Hongru Huang, Hai Zhao, Xiaoyao Liang, Li Jiang

Accepted to DATE (Design, Automation and Test in Europe) 2019.

Research Projects _____

ThumbTrak Cornell University, Ithaca, NY

ADVISOR: PROF. CHENG ZHANG, INFORMATION SCIENCE

Jul. 2018 - PRESENT

- Developed angle-based method to reconstruct thumb's trajectory on fingers through perspective transformation.
- · Co-designed form factors to mount sensors on user's hand and enhance user's experience.
- $\bullet \ \ \text{Developed a testing system with drawing task, Fitts' Law task and Text entry task for user study.}$

Approximate Random Dropout for DNN training acceleration in GPGPU

SJTU, Shangha

ADVISOR: PROF. LI JIANG, ADVANCED COMPUTER ARCHITECTURE LAB (ACA)

Dec. 2017 - May. 2018

- Developed a time-efficient dropout algorithm to reduce useless computation in matrix multiplication.
- Implemented Approximate Random Dropout algorithm in fully-connected layer and convolution layer with Caffe.
- Result: Fully-connected layer with our dropout method is 2X faster than original, with acceptable accuracy drop.

Virtual Dressing System SJTU, Shangho

Advisor: Prof. Weiyao Lin, $\,$ Institute of Media, Information and Network (M.I.N) $\,$

May. 2017 - Sep. 2017

- Integrated depth information (from Kinect V2) with 2D pose estimation from OpenPose to refine 3D skeleton.
- Developed an efficient algorithm to find most realistic depth estimation for occluded body part.
- Developed 3D pose collection system and data annotation system with Unity3D, and built an RGBD human pose dataset.

RGBD-based Single Person 3D Pose Estimation

SJTU, Shanghai

Advisor: Prof. Weiyao Lin, $\,$ Institute of Media, Information and Network (M.I.N) $\,$

May. 2018 - PRESENT

- Developed a fast, single-person 2D pose estimator based on state-of-the-art methods using our dataset.
- Working on a novel 3D pose estimator using voxelized depth frames and 3D-convolution.

RNN-based Driver's Cognitive Workload Analysis

SJTU, Shangha

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Advisor: Dr. Na Ruan Mar. 2018 – PRESENT

- Built dataset with unified workload rating by clustering individual data including bio-information and self-ratings.
- Developed an RNN-based method to model sequential driving workload.

Internships _____

Clobotics Shanghai, China

SOFTWARE ENGINEER INTERN

Nov. 2018 – PRESENT

• Currently working on the development of a novel computer vision-based system that can recognize the drinks in a beverage cooler and analyze the sales and user behavior. My job is to optimize the performance and user experience of the system.

Honors & Awards ___

Academic Progress Scholarship (Nov. 2017)

Shanghai, Chin

Extracurricular Activities _____

SJTU GOA (Go-Abroad Association)

Shanghai, Chind

DIRECTOR OF PUBLICITY DEPARTMENT

Sep. 2017 - May. 2018

 ${\it GOA}\ is\ an\ official\ association\ in\ {\it SJTU}, dedicating\ in\ providing\ support\ to\ students\ desiring\ to\ study\ abroad.$

- Responsible for producing posters and paintings.
- Publicized recent activities such as lectures and workshops related to graduate applications and career planning.

BTB x POP | Dance Installation Art

Shanghai, China

VOLUNTEER Dec. 2017

The dance installation is created and performed by Fania Grigoriou, Chris Jäger, Garth Johnson, and Ingrid Kapteyn, produced by Beyond the Bund.

• Helped arrange stage and operate devices.

chi K11 Art Space Shanghai, China

VOLUNTEER Dec. 2016

The art space holds regular art exhibitions, various forums for artists and unexpected opportunities for general public to get to know them.

• Guided audience and explained artworks.

Skills_

Programming Languages Python, C/C++, C#, JAVA, Lua, MATLAB

Deep Learning Frameworks PyTorch, Caffe, Torch, TensorFlow

Design Tookits Adobe Illustrator, Photoshop, Rhino