WANRU ZHAO

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EDUCATION

Beihang University (BUAA), Beijing, China

Sept. 2017 - Jul. 2021

B.S. in School of Computer Science and Engineering

GPA: 89.8/100 (3.75/4.0) Rank: Top 10%

University of Cambridge, Cambridge, United Kingdom

Jul. 2018 - Aug. 2018

Summer school visiting scholar in Downing College

GPA: 4.0/4.0

WORKING EXPERIENCE

Applied Scientist Intern, Software Development Engineer Intern Amazon Web Services, Shanghai, China

Mentors: Minjie Wang

Jan. 2021 - Present

- · Working in AWS AI Lab Shanghai to do research and development of Deep Graph Library (DGL).
- · Ongoing project of Graph Neural Network interpretability based on visualization for enormous graph data.
- · Engaging with real customers, designing models and algorithms for specific application scenarios (recommender system, anti-fraud, etc.). Maintaining open source projects and contributing to communitites.

Algorithm Engineer Intern

Mar. 2020 - Oct. 2020

SenseTime Research, Beijing, China

Mentors: Ruihao Gong, Fengwei Yu

- · Worked in Link and Compile Group (LCG) to develop a deep learning core engine with System+AI techniques.
- · Improved Quantization Aware Training (QAT) Algorithm through quantizing the input, weight, and gradient of NN to 8 bits, which speed up the forward and backward propagation process 1.6 to 1.9 times and shorten the training time of convolutional neural network by 22%.
- · Implemented a Pytorch-ONNX-Caffe conversion and profiling package which supports all neural layers and effectively bridges the gap between research teams (model training) and engineering teams (model deployment).
- · Designed modularized APIs of Post Training Quantization (PTQ) that successfully worked with downstream task models within a wide variety such as Pedestrian Attribute Recognition and Intelligent Transportation.

RESEARCH EXPERIENCE

AI-Enabled Visualization and Analytics Platform Development

Jul. 2020 - Sept. 2020

Remote Visiting Scholar at the University of Notre Dame

Advisor: Prof. Chaoli Wang

- · Participated in an independent research on the topic of AI-enabled visualization and analytics project for analyzing and understanding a wide variety of data and models.
- · Utilized self-supervised learning algorithm based on contrastive learning of visual representation and trained convolutional NN using 100,000 unlabeled videos by PyTorch, TensorFlow.
- · Planning to submit a paper on this research to IEEE Visualization Visual Analytics (VIS), 2021.

Traffic Task Assignment and Pricing in Spatial Crowdsourcing

Apr. 2019 - Sept. 2020

Research Assistant at Big Data Analysis Group, Beihang University

Advisor: Prof. Yongxin Tong

- · Explored the source code and application scenarios of MADlib in Greenplum Database, a massively parallel data platform based on PostgreSQL for ease of use and portability.
- · Used Spark and Hadoop to analyze the daily order data from 2017 to 2019 in Beijing provided by **Didi Chuxing Technology Co.**. Used WebGL, D3.js and Leaflet for visualization.
- · Designed a matching based dynamic pricing strategy maximum based on weighted bipartite matching algorithm using probabilistic bipartite graph and Upper Confidence Bound(UCB), a technique for Multi-Armed Bandit problem, to boost the estimation of acceptance ratios.

Graph Attention Based Proposal 3D ConvNets for Action Detection

Research Assistant at State Key Laboratory, Beihang University

Jun. 2019 - Oct. 2020

- · Surveyed 3DCNNs and GCN; conducted experiments on two proposal 3D ConvNets based models (P-C3D and P-ResNet) and two popular action detection benchmarks (THUMOS 2014, ActivityNet v1.3).
- · Embedde our module in P-C3D and achieved average mAP 3.7% improvement on THUMOS 2014 dataset.
- · Wrote the paper. The paper is accepted by AAAI 2020. [Poster]

Individual Tutoring System for Piano Training based on AR+AI Researcher at State Key Laboratory of Virtual Reality, Beijing, China

Oct. 2019 - Nov. 2020

- · Presented an AR-based piano performance training system, which supports better user experience with significantly less cognitive load and increases learning efficiency and quality compared to traditional teaching patterns.
- · Implemented Viterbi Algorithm in machine learning through pre-trained Hidden Markov Model to determine appropriate fingerings for specific notes and note sequences.
- · Generated 3D animation of hand motion automatically based on the determined fingerings. These virtual hand demonstrations are rendered in head-mounted displays and registered with a real piano to provide users with real-time visual guidance and feedback. [Demo]
- · Submitted a paper to IEEE VR 2021 and it is under review.

PUBLICATION

J. Li, X. Liu, Z. Zong, W. Zhao et.al. Graph Attention based Proposal 3D ConvNets for Action Detection. In AAAI 2020.

R. Guo, J. Cui, **W. Zhao** et.al. Hand-by-Hand Mentor: An AR based Training System for Piano Performance. In IEEE VR 2021 (Under Review).

SKILLS

Collaboration Software: Git/Bitbucket, SVN, Jira, Confluence

Programming Skills: C/C++, Java, Python, SQL, R, Matlab, Verilog HDL, Mips Assembly, x86 Assembly

Machine Learning: TensorFlow, PyTorch, Caffe, ONNX

Visualization: OpenGL, GLSL, WebGL, D3.js

Big Data: Spark, Hadoop, Hive, HBase

HONORS AND AWARDS

National Grand Prize, China Competition on Virtual Reality (2020) [Demo]	Sept. 2020
Global Top 3%, Google Code Jam to I/O for Women (2020)	Mar. 2020
Participant, Google Machine Learning Winter Camp [Poster] [Slides] [Code] [Demo]	Jan. 2020
First Prize(0.6%), Chinese Undergraduate Mathematical Contest in Modeling (CUMCM) [Code]	Sept. 2019
Honorable Prize, COMAP's Mathematical Contest in Modeling (MCM) [Code]	Mar. 2020
Bronze Medal(Total Rank 80), China Collegiate Programming Contest (CCPC)	Oct. 2019
Bronze Medal, ACM International Collegiate Programming Contest (ACM-ICPC)	Jun. 2019
Silver Medal(Total Rank 16), China Collegiate Programming Contest (CCPC) - WomenFinal	Jun. 2018
Bronze Medal, CCF National Olympiad in Informatics (NOI)	Jul. 2016
Grand Prize, Scholarship for Academic Records of Beihang University	Nov. 2020
Scholarship for Role Model in Shi'e College (3%) of Beihang University	Oct. 2019

EXTRACURRICULAR ACTIVITIES

Member of technology department of Microsoft Student Club (MSC) in BUAA.

Member of Innovation and Entrepreneurship Center in Beihang University Student Union: Organized Workshops. Member of Public Relations Department in Beihang University Student Union: Sought for sponsorship of \$\frac{1}{2}\$ 6,000.