

# JIAQI LI 李嘉祺

Software Engineering

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## SELF INTRODUCTION

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I am currently a Second-year undergraduate student at the School of Software, Tsinghua University, guided by Prof. Feng Xu. Prior to this, I was a student at Tsinghua University High School and had participated in the Algorithm Competition (NOIP) for two years.

My research interests lie primarily in Computer Vision and Graphics. I am also passionate about exploring more research areas, especially topics related to robotics and reinforcement learning.

Yet I do not have any publication, but I am working hard to get my first one.

## EDUCATION

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### Tsinghua University

Software Engineering, School of Software

BeiJing, China

2022.09 – 2026.06

- GPA: 3.66/4.00, 40%;
- Won the 2023 Hantex Scholarship;

## RESEARCH EXPERIENCE

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### Quality of Experience(QoE) Improvement in Mobile Live Streaming Program

2023.03-2023.07

Research intern

Beijing, China

I joined the Student Research Training program: QoE Improvement in Mobile Live Streaming, advised by Prof. Lifeng Sun. In this project, I extensively searched and read relevant literature, and attempted to implement a method for evaluating video streaming hotspots through C++, fanally applied to the adaptive bitrate system in our laboratory.

### 3D human body reconstruction based on inverse rendering

2023.08-2024.05

Research intern

Beijing, China

This project is co-supervised by Prof. Feng Xu and Wenbin Lin, focusing on the reconstruction of real-time human body movements, mesh and lighting textures from a sparse perspective. Specifically, what I am doing in this project is to use a small number of mobile phone videos as input, to estimate the posture of the human and render it into a mesh model in real time. I hope to publish a paper for this work.

## PROJECT EXPERIENCE

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### Clightbot, a C++ Program Design Class Homework

2022.12

Group Leader

Beijing, China

This is my first C++ language homework project implemented a puzzle game similar to the well-known game "Lightbot" through command operations and image file reading and writing. Through this project, I have improved my C++ programming skills and the ability to lead a team in collaborative project development.

### MediPlot, a medical data visualization software based on Qt

2023.09

Individual developer

Beijing, China

Mediplot is a medical data visualization software developed based on Qt and Eigen, which is a project for my programming training course. This program realizes necessary functions for data analysis such as data import, chart drawing, and cluster analysis. I have learned how to develop GUI interfaces and gained an understanding of modern programming design pattern and coding standards.

## SKILLS & COURSES LEARNED

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### Courses Learned

- School Courses: Discrete Mathematics(4.0/4.0), C++ Programming(4.0/4.0), OOP (4.0/4.0), Data Structure and Algorithm (4.0/4.0), Stochastic Process (4.0/4.0), Graph Theory and Algebraic Structures(4.0/4.0), Reinforcement Learning, Computer Network.
- Online Courses: Computer Graphics (GAMES101), Introduction to Artificial Intelligence (UCB CS188)

### Computer Language Skills

- C++ (Eigen, Qt, ...)
- Python(Pytorch, OpenCV...)