

# Q. Tang

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## Education

### Information & Communication Engineering

M.S. STUDENT IN SCHOOL OF COMPUTER AND INFORMATION TECHNOLOGY

- Focusing on digital media processing and content understanding, intelligent perception, etc.

Beijing Jiaotong University

Sept. 2021 - Present

### Software Engineering

B.ENG. IN SCHOOL OF SOFTWARE ENGINEERING(WITH HONORS)

- GPA 3.81/4.0, top 5%

Beijing Jiaotong University

Sept. 2017 - Jun. 2021

### Finance (Dual Degree)

B.EC. IN SCHOOL OF ECONOMICS AND MANAGEMENT

- GPA 3.64/4.0

Beijing Jiaotong University

Sept. 2018 - Jun. 2021

## Publication

### BridgeNet: A joint learning network of depth map super-resolution and monocular depth estimation 📄

QI TANG, RUNMIN CONG\*, RONGHUI SHENG, LINGZHI HE, DAN ZHANG, YAO ZHAO, AND SAM KWONG

- ACM International Conference on Multimedia (ACM MM), pp. 2148-2157, 2021.

CCF-A

Oct. 2021

## Skills

<b>Programming</b>	Python, JAVA, C, C++, LaTeX
<b>ML Framework</b>	PyTorch, MindSpore, PaddlePaddle
<b>Data Manage</b>	SQL and some NoSQL
<b>Lib. or Tools</b>	OpenCV, PCL, MATLAB, etc.
<b>Languages</b>	Chinese, English

## EXPERIENCES

### Research on Joint Depth Map Super-Resolution and Monocular Depth Estimation Algorithm 🔗

The Institute of Information Science, Beijing Jiaotong University  
Beijing Key Laboratory of Advanced Information Science and Network Technology

PRINCIPAL INVESTIGATOR

Dec. 2020 - Jun. 2021

- Existing color-guided depth map super-resolution methods usually necessitate an extra branch to extract high-frequency detail information from RGB image to guide the low-resolution depth map reconstruction. However, because there are still some differences between the two modalities, direct information transmission in the feature dimension or edge map dimension cannot achieve satisfactory result, and may even trigger texture copying in areas where the structures of the RGB-D pair are inconsistent. Inspired by the multi-task learning, we propose a joint learning network of depth map super-resolution (DSR) and monocular depth estimation (MDE) without introducing additional supervision labels.
- **The project is the recipient of the Excellent Undergraduate Graduation Design (Thesis) of Beijing Ordinary Colleges and Universities.** A paper is accepted by ACM International Conference on Multimedia. The invention publication has passed the preliminary examination (**A Method of Depth Map Super-Resolution joint Monocular Depth Estimation**, application number: 202110803976.2). 📄
- Implement based on Python, PyTorch, MindSpore

### 3D Reconstruction of High-Speed Rail-Wheel Based on Coded Structured Light 🔗

School of Computer and Information Technology, Beijing Jiaotong University  
Rail Transit Intelligent Inspection and Monitoring Institute

PRINCIPAL INVESTIGATOR

Apr. 2019 - Jul. 2020

- The wheel-rail attitude of high-speed railway reflects the complex dynamic interaction and restraint relationship between wheels and rails. Obtaining high-precision high-speed railway wheel-rail attitude is of great significance for ensuring the safe operation of high-speed railways. This project is based on machine vision theory and methods, and focuses on the 3D reconstruction method of high-speed rail wheel-rail attitude based on coded structured light.
- **The project is supported by National Training Program of Innovation and Entrepreneurship for Undergraduates.** We adopt the method of coded structured light based on space codification, projecting a single pattern on the surface of the wheel and track, improving the accuracy of feature point extraction and recognition. And we combine De Bruijn analysis with wavelet transform analysis, increasing the density of point cloud and realizing the dense reconstruction by a single shot. The development of 3D reconstruction software based on coded structured light, offering a platform for the 3D reconstruction based on active vision, visualization and editing of point cloud data, is selected as one of the top 99 C++ 3D reconstruction open source projects on Github (Awesome Open Source). 📄
- Development based on C++, OpenCV, PCL, QT