Yuantao Chen

Mobile:(086)18962586729 | Email: yuantao@xauat.edu.cn | GitHub: Tao-11-chen.github.io

EDUCATION

Xi'an University of Architecture and Technology (XAUAT) **Sep 2020-Jul 2024**

Degree: Bachelor of Science (Exp. Jul 2023), Major: Computer Science and Technology, GPA: 3.8/4.0

Awards: 2022 National Scholarship, The First Prize Scholarship × 2

Relevant Coursework: Advanced Mathematics(92), Programming Fundamentals(99), Algorithm design and analysis(95), Software Development with C++(94)

PUBLICATIONS

Zirui Wu*, **Yuantao Chen***, Runyi Yang, Zhenxin Zhu, Chao Hou, Yongliang Shi†, Hao Zhao, Guyue Zhou. AsyncNeRF: Learning Large-scale Radiance Fields from Asynchronous RGB-D Sequences with Time-Pose Function. arXiv preprint (under double-blind peer-review, https://arxiv.org/abs/2211.07459. Nov 2022).

Zhenxin Zhu*, **Yuantao Chen***, Zirui Wu, Chao Hou, Yongliang Shi†, Chuxuan Li, Pengfei Li, Hao Zhao, Guyue Zhou. LATITUDE: Robotic Global Localization with Truncated Dynamic Low-pass Filter in City-scale NeRF. International Conference on Robotics and Automation 2023 (Accepted by ICRA 2023, Submitted on Sep 2022, https://arxiv.org/abs/2209.08498).

**Equal contribution, †Corresponding author*

RESEARCH EXPERIENCE

DISCOVER Lab, Institute for AI Industry Research, Tsinghua University **Beijing, China**

Research Intern, Advised by Prof. Guyue Zhou *Aug 2022-Present*

- **Learning Large-scale Neural Implicit Fields from asynchronous RGB-D Sequence**
  - Made an Asynchronous Urban Scene dataset composed of 18 trajectories on 6 realistic scenes with the help of AirSim and Unreal Enigen4.
  - Engaged in the system design, helped with several technical problems in pose optimization, and finished the main experiments of the time-pose function.
  - Helped finish paper writing and submitted it to a top-tier academic conference as the co-first author.
- **Neural Implicit City-scale Scene Mapping and Localization**
  - Proposed the initial idea of pose-regressor with the help of Mega-NeRF and implemented it, which is the first part of the two-stage location mechanism.
  - Made a virtual-scene dataset on 2 realistic scenes with the help of AirSim and Unreal Enigen4
  - Completed a conference paper as the co-first author and accepted by ICRA 2023.

DISCOVER Lab, Institute for AI Industry Research, Tsinghua University **Beijing, China**

Summer program, Advised by Prof. Guyue Zhou *May 2022-Aug 2022*

- **Multi-scene Camera Re-localization**
  - Implemented a simple bundle adjustment system with C++ to optimize the output of the pose-regressor at runtime.
  - Engaged in the design of camera re-localization regressor with transformer.

Xi'an University of Architecture and Technology **Xi'an, China**

Programs of School of information and control engineering *Jan 2021-Apr 2022*

- **SLAM and robot vision system design for Standford Pupper V1**
  - Designed and implemented a SLAM system based on ROS and cartographer with a 2D lidar on Standford Pupper V1 (a small robot dog with Raspberry Pi4 computing board).

- Implemented a lot of computer vision algorithms including gesture interaction, fire monitoring, face-mask detection, and helmet detection with YOLOV5 and MediaPipe.
- Helped design a PCB board for Raspberry Pi4 computing board to carry the high current of the steering gear.
- Project repository: https://github.com/Tao-11-chen/pupper_ros.git

➢ **Development of Fluid Mechanics Teaching Website**

- Developed the first real-time Computational Fluid Dynamics (CFD) simulation website with the help of lattice Boltzmann method (LBM) algorithm and ASP.NET framework.
- Engaged in the design of high-speed parallel computing system of CFD simulation.
- The site is available now and already used for teaching on my campus.

➢ **Non-destructive BCI System for music therapy based on Machine Learning**

- Preprocessed the EEG data and Use LSTM to analyze the user's emotions.
- Designed a music generation network according to the output of LSTM to create music according to the user's emotions.
- Won many business competition awards at school and produced a utility model patent.

HONORS & AWARDS

➢ **Second Prize** in the final of the 2022 China Undergraduate Computer Design Competition	Jul 2022
➢ **Second Prize** in the RoboMaster University Sim2Real Challenge at ICRA 2022	May 2022
➢ **First Prize** in "SIEMENS Cup" China intelligent manufacturing challenge (Northwest Regional)	Jul 2021
➢ **Second Prize** in National Undergraduate Mathematical Contest in Modeling(Shan'xi site)	Dec 2021
➢ **Second Prize** in 2021 National English Competition for college students	May 2021
➢ **Second Prize** in 2021 China Undergraduate Computer Design Competition(Northwest Regional)	May 2021

ACTIVITIES & STUDENT ORGANIZATIONS

➢ 18 days volunteering in the battle of epidemic prevention and control	Feb 2021
➢ The chief leader of the innovative and entrepreneurial department in the students' union	Sep 2021-Sep 2022
➢ Delivered more than 10 speeches about AI, research methods, and study methods on campus	Jan 2021-Present

SKILLS & LANGUAGE

Programming language: C/C++, Python, Java, MATLAB, Web(PHP+JavaScript+html5)
Languages: Chinese (native), English (fluent)
Operating system: Linux, Windows
Software: Unreal Engine 4/5, MeshLab, Multisim
Hobbies: basketball, table tennis