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Homepage: Long Zhuo Research Interests: Computer Vision & Deep Learning



Education

07/2017-09/2017	International Technological University (San Jose, California, USA)
Visiting Student	Summer School of Computer Science and High-tech Teaching
09/2015 - 07/2019	College of Computer Science& Software Engineering, Shenzhen
Bachelor of Computer	University, China
Science	Software Engineering, GPA 85/100

Publications & Recent Papers

(Conference-Accepted-Second Author) RenderMe-360: A Large Digital Asset Library and Benchmarks Towards High-fidelity Head Avatars. In Neural Information Processing Systems (NeurIPS) Dataset and Benchmark Track.

(Conference-Published-First Author) Fast Vid2Vid: Spatial-temporal compression for Video-to-video synthesis. In European Conference on Computer Vision (ECCV2022).

(Journal-Published-First Author) Self-Adversarial Training incorporating Forgery Attention for Image Forgery Localization. In IEEE Transactions on Information Forensics and Security (TIFS).

(Journal-Published-First Author) ISP-ULGAN: Inception Sub-Pixel Deconvolution based universal and lightweight GANs. In Multimedia Tools and Applications (MTA).

(Conference-Published-First Author) Fake Colorized Image Detection with Channel-wise Convolution based Deep-learning Framework. In 2018 Asia-Pacific Signal and Information Processing Association Annual Summit and Conference (APSIPA ASC). IEEE.

(Conference-Published-First Author) HCF-Net: Hybrid Coarse-to-Fine Network for Forgery Reconstruction.In Proceedings of the 30th International Joint Conference on Artificial Intelligence (IJCAI) Workshop: Safety & Security of Deep Learning.

(Journal-Under Review-First Author) Evading Detection Actively: Deep Anti-Forensics against Forgery Localization. To IEEE Transactions on Dependable and Secure Computing (TDSC).

(Journal-Under Review-First Author) Fast-Vid2Vid++: Spatial-temporal feature-based knowledge distillation for Video-to-video synthesis. To IEEE Transactions on Pattern Analysis and Machine

Intelligence (TPAMI).

(Arxiv-Pending-Co-First Author) A Nov	el Feature-Based Mode	l for Zero-Shot (Object Detection.
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Research Experience		
10/2017 - 02/2018	Project Member	
IEEE 2017 SPSCUP Camera	Classified digital images to its source cameras using machine learning &	
Source Detection	deep learning. Implemented several deep neural networks, embedding,	
Competition	and transfer learning.	
03/2018 - 06/2018	First Author	
Image Colorization Detection	Detected the fake colorized image. Successfully detected colorization	
of steganalysis	methods in recent years and reached almost 100% accuracy. This work	
	has been published in APASIPA-2018.	
02/2019-04/2019	Team Leader	
IJCAI-19 ALI Adversarial AI	Deep-learning model is considered fragile. Utilized adversarial samples	
Challenge	within the most advanced method combined with a new idea, which was	
	to blur the contour. Gained 23 rd finally.	
07/2019-10/2019	Team Member	
ZhiJiang Global Cup	Zero-shot object detection is to train the object-detection model on the	
Zero-shot Object Detection	known categories and classify the unknown categories. Gained 3rd in the	
Competition	competition. The method is planning to be published.	
12/2019 - 05/2020	First Author	
Lightweight GAN for	Presented a novel GAN framework to overcome the distortion of	
Colorization	deconvolution. The proposed GAN is effective and Lightweight. This	
	work has been published in MTA.	
08/2020 - 06/2021	First Author	
Forgery Reconstruction	Proposed a novel application, forgery reconstruction. This work has been	
	published in IJCAIw-21.	
01/2022-10/2022	First Author	
Anti-Forensics	Hid the traces of manipulations in images and presented a novel GANs	
	framework to achieve anti-forensics performance. This work has been	
	submitted to TDSC.	
09/2020-02/2022	First Author	
Forgery Localization	Proposed a novel attention mechanism to localize the tampered images.	
	This work has been published in TIFS.	
03/2021-05/2022	First Author	
Fast Vid2vid Synthesis	Aiming to propose a fast framework for video-to-video synthesis. This	
	work has been published in ECCV2022.	
10/2022-Present	Second Author	

Large-scale Rendering Face	Aiming to create a large-scale rendering face dataset by collecting real		
Dataset	persons' face dataset with multi-view camera. This work has been		
	accepted in NeurIPS.		
05/2022-01/2023	First Author		
Fast-Vid2vid++	Aiming to propose a fast framework with spatial-temporal knowledge		
	distillation for video-to-video synthesis. This work has been submitted to		
	TPAMI.		
Working Experience			
01/2018 -04/2018	Tencent Co., Ltd.		
Internship	Worked in the Intelligent Perception Team, which is an energetic NLP		
	team. He have developed some chatbots for popular game Honor Of		
	Kings, which can generate jokes and stories, using Seq2Seq technique		
05/2017-03/2021	Shenzhen Key Lab of Media Security		
Research Assistant	Worked as a research assistant in the Lab for more than 3 years. He was		
	supervised by Prof. <u>Jiwu Huang</u> , IEEE fellow.		
03/2021-Present	SenseTime & Shanghai AI Lab		
Intelligent Video Researcher	Working as a research assistant. Developing fast and faster video		
	synthesis algorithm and researching on GANs compression		
	supervised by Dr. Wayne Wu and Prof. Ziwei Liu.		
Awards			
02/2018 International	4th Place 2017 SPScup Challenge		
05/2019 International	23rd Place IJCAI-19 ALI Adversarial AI Challenge		
10/2019 International	3rd Place 2019 ZhiJiang Lab Cup Global AI Competition		
Patent			
Published	《基于图像生成网络模型的图像处理方法、系统及存储介质》		
Published	《一种图像处理生成方法、智能终端及存储介质》		
Published	《篡改图像中篡改区域的定位方法、装置、终端及存储介质》		
Published	《一种基于深度学习模型实现的篡改定位方法》		