

Ning-Hsu (Albert) Wang

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Education

National Tsing Hua University

Master of Science in Electrical Engineering, advised by Prof. Min Sun, GPA: 4.3/4.3

Jan. 2018 – Aug. 2020

Hsinchu, Taiwan

National Chiao Tung University

Bachelor of Science in Mechanical Engineering, Last 60 credits GPA: 3.7/4.3

Sep. 2013 – Jun. 2017

Hsinchu, Taiwan

Publications

- [1] **Ning-Hsu Wang**, Ren Wang, Yu-Lun Liu, Yu-Hao Huang, Yu-Lin Chang, Chia-Ping Chen, Kevin Jou, “Bridging Unsupervised and Supervised Depth from Focus via All-in-Focus Supervision”, ICCV 2021. [\[PDF\]](#)
- [2] Cheng Sun, Chi-Wei Hsiao, **Ning-Hsu Wang**, Min Sun, Hwann-Tzong Chen, “Indoor Panorama Planar 3D Reconstruction via Divide and Conquer”, CVPR 2021 Oral. [\[PDF\]](#)
- [3] **Ning-Hsu Wang**, Bolivar Solarte, Yi-Hsuan Tsai, Wei-Chen Chiu, Min Sun, “360SD-Net: 360° Stereo Depth Estimation with Learnable Cost Volume”, ICRA 2020. [\[PDF\]](#)

Experience

MediaTek | Computer Vision Research Intern

Feb 2020 – Mar 2021

- Published one IEEE conference paper in Computer Vision field (ICCV 2021) with topics related to depth estimation on images with bokeh effects (shallow DoF).
- Presented a new depth estimation dataset on blurred images and a new unsupervised training technique.
- Outperformed SOTA methods on DDFF-12-Scenes (5.5%), HCI-4D-Light-Field (20%) and Defocus-Net (27%) Dataset.

VSLab, National Tsing Hua University | Graduate Research Assistant

Jan 2018 – August 2020

- Published two IEEE conference papers in the Computer Vision and Robotics fields (ICRA 2020, CVPR 2021 Oral).
- Led the 360° Stereo Project, advised by Prof. Min Sun, Prof. Wei-Chen Chiu and Dr. Yi-Hsuan Tsai; worked on Planar Reconstruction, co-advised by Prof. Hwann-Tzong Chen.
- Presented two 360° stereo datasets and a novel DNN targeting depth estimation on 360° stereo images (ICRA 2020).
- Proposed a new benchmark and a new method leveraging the phenomenon of indoor human structures and 360° images for indoor panorama planar reconstruction (CVPR 2021 Oral).

Young Entrepreneurs of the Future, Epoch Foundation | Technical Lead

Jan. 2018 – Jul. 2018

- Led a technical team in a nationwide startup competition and won Second Place in the first stage of the two stages.
- Designed an electronic mask-like device with active noise canceling for both meeting and gaming.

Selected Projects

3D Horror Scene: Horror Style Transfer Using 360° Views and 3D Reconstruction [\[PDF\]](#)

- Collected 5000 horror scene images with web crawling from YouTube horror game videos for style transfer training.
- Implemented CycleGAN for style transfer and LayoutNet for 360° layout reconstruction.
- Combined both model outputs (horror style 360° images and 3D room layout) to form a 3D model of horror rooms.

Unmanned Aircraft Remote Delivery System (Drone)

- Designed and implemented the drone mechanism, motor control, delivery, and real-time surveillance system.
- Demonstrated the UAV control for unseen location object delivery with a load of 300g.

KNR Robot Navigation and Object Detection in Maze

- Designed and manufactured the KNR mechanism with multi-sensor (camera, ultrasonic and infrared sensor).
- Programmed the navigation system, including motor control, multi-sensor feedback, and image processing in LabVIEW.

Technical Skills

Programming: Python, C/C++, HTML/CSS | **Tools:** PyTorch, TensorFlow, OpenCV, Scikit-Learn, Vim, Linux, Git, L^AT_EX
Software/Hardware: LabVIEW, Matlab, LTSpice, ANSYS-Fluent, AutoCAD, Solidworks, Arduino, 8051

Honors and Awards

Honorary Member of The Phi Tau Phi Scholastic Honor Society of the Republic of China	2020
Appier Conference Scholarship for Top Researches on Artificial Intelligence	2020
Arctic Code Vault Contributor (GitHub)	2020