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Education

Beihang University	BEIJING, CHINA
Master degree in Pattern Recognition and Intelligent System advisor: Prof. Baochang Zhang	2014.9 – 2017.6
Beihang University	BEIJING, CHINA
Bachelor degree in Automation Science and Electrical Engineering	2009.9 – 2013.6

Honors & Awards

- The First Prize of National Olympiad in Informatics in Provinces (NOIP)(2008)
 - The Second Prize of "Fengru Cup" Academic Scientific and Technological Works Competition (2012)
 - Beijing Outstanding Graduate Awards (2013)
 - National Scholarship for Graduate Students (2017)
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Publications

1. **Linlin Yang**, Ce Li, Jungong Han, Qixiang Ye, Chen Chen, Wanquan Liu and Baochang Zhang. Manifold Constrained Convolutional Sparse Coding for Image Sets[J]. IEEE Journal of Selected Topics in Signal Processing (accepted).
 2. Baochang Zhang, Yun Yang, Chen Chen, **Linlin Yang**, Jungong Han and Ling Shao. Action Recognition Using 3D Histograms of Texture and A Multi-class Boosting Classifier[J]. IEEE Transactions on Image Processing (accepted).
 3. Baochang Zhang, **Linlin Yang**, Jungong Han, Vittorio Murino, Jianzhuang Liu, Linlin Shen, Alessio Del Bue. Manifold Constraint for Rotation Invariant Low Rank Decomposition[J]. IEEE Transactions on Circuits and Systems for Video Technology (submitted).
 4. **Linlin Yang**, Chen Chen, Hainan Wang, Baochang Zhang and Jungong Han. Adaptive Multi-class Correlation Filters[C]. Proceedings of the Pacific-Rim Conference on Multimedia. 2016 (published).
 5. Su Xiangbo, Baochang Zhang, **Linlin Yang**, Zhigang Li and Yun Yang. Scale Invariant Kernelized Correlation Filter Based on Gaussian Output[C]. Proceedings of the International Conference on Cloud Computing and Security. 2016 (published).
 6. Yun Yang, Baochang Zhang, **Linlin Yang**, Chen Chen and Wankou Yang. Action Recognition Using Completed Local Binary Patterns and Multiple-class Boosting Classifier[C]. Asian Conference on Pattern Recognition. 2015:336-340 (published).
 7. **Linlin Yang**, Dandan Du, Baochang Zhang and Wankou Yang. A Panoramic Video System Based on Exposure Adjustment and Non-linear Fusion[C]. Proceedings of the Chinese Conference on Biometric Recognition. 2015:106-110 (published).
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Skills

- **Technical specialties:** Proficient: MATLAB/C++. Familiar: Python/Caffe/Linux
 - **Languages:** Mandarin Chinese (*mother tongue*), English (*TOEFL 83, in preparation*).
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Research Interests

Machine Learning, Computer Vision and Pattern Recognition. Especially 2D or 3D Reconstruction, Action Recognition and Real-time Image Processing.

Intern Experience

Beijing Terra Vision Technology Co.,Ltd.	BEIJING, CHINA
Software Engineer Participated in the development of airplane detection system	2013.12 – 2014.6
Beijing Lamp Goldeneye Technology Co.,Ltd.	BEIJING, CHINA
Algorithm Engineer Researched on convolutional sparse coding	2016.9 – 2017.3

Research Experience

Manifold Constraint

2016.7 - 2017.3

- Presented a manifold based Alternating Direction Method of Multipliers (ADMM) framework to reduce noise and perturbation of the input.
- Employed Manifold Constraint for Rotation Invariant Low Rank Decomposition and batch image problems.
- Theoretical results were derived showing that imposing manifold constraint on the input data was equivalent to imposing regularization terms on the coding process.

Adaptive Multi-class Correlation Filters

2016.3 - 2016.7

- Added multi-class constraint into Correlation Filters .
- Proposed an ADMM framework to calculate correlation filters with adaptive outputs.

Action Recognition Using 3DoT and A Multi-class Boosting Classifier

2015.11 - 2016.9

- Proposed a multi-class boosting classifier with GMM assumption.
- Employed the Multi-class Boosting Classifier on Action Recognition.

Scale Invariant Kernelized Correlation Filter Based on Gaussian Output

2015.7 - 2015.11

- Designed a long term tracking scheme with Gaussian distribution assumption.
- Proposed a scale estimation method to find an accurate candidate.

A Panoramic Video System Based on Exposure Adjustment and Non-linear Fusion

2015.5 - 2015.7

- Implemented a video stitch system based on the exposure adjustment and nonlinear fusion.

Please refer to [My Personal Website](#) for the full-text of my paper.
