

Mingrui Zhang

<https://cohaesio.github.io/> (Website)

mrzhang1515@gmail.com (Email)



Education

- **Tsinghua University** Sep. 2020 – Jun. 2023
 - Master Degree in Software Engineering. GPA: 3.61/4.0.
- **Beijing University of Posts and Telecommunications** Sep. 2016 – Jun. 2020
 - B.S (Hons.) in Computer Science and Technology. Rank: 6/321 (TOP 1.87%)
- **University of Cambridge** Jul. 2018 – Aug. 2018
 - Cambridge Summer Programme in Sidney Sussex College. Grade: 89.8/100 (Credits: 38)

Experience

- **International Research & Development Center, Sensetime** *Algorithm Researcher* 2023.7 – Present
Research Topics: 3D reconstruction, multi-camera system and image processing
 - Responsible for the pipeline for the Archery Project, focusing on real-time trajectory reconstruction and high-precision arrow targeting. Develop image enhancement algorithm and keypoint models for precise shot location prediction, achieving state-of-the-art results. The system is utilized by the World Archery.
 - Responsible for a pipeline to predict the rotation speed and direction of ping pong balls. Develop style transfer for data augmentation and a quaternion regression model for accurate real-time spinning estimations. Achieve a sota prediction accuracy of 98% and the system is used by World Table Tennis and Paris Olympics.
- **Y-Tech, Kwai Technology Co., Ltd.** *Research Intern* 2021.10 – 2023.6(1yr.9mo.)
Research Topics: 3D human scene interaction and human motion generation
 - Develop a motion adaptation algorithm for the Human Scene Interaction (HSI) problem using MotionBuilder, allowing characters to automatically adapt to their environment without the need for additional training data.
 - Optimize the interactions between virtual characters and the environment in live video feed, improve the naturalness and expressiveness of character motion in real 3D scenes.
 - Create motion parameterization algorithm for semantics-preserving motion blending from multiple regular animation clips, design a global optimization algorithm to improve the naturalness of spatial composition results.
- **Video Technology Team, Kwai Technology Co., Ltd.** *Research Intern* 2020.2 – 2021.8(1yr. 7mo.)
Research Topics: video summarization and image quality assessment
 - Design deep aesthetic network for collage feature extraction and propose a sequential decision model based on Deep Reinforcement Learning (DRL) to achieve high quality collage generation.
 - Construct a million-scale image quality dataset with web data collection, improve the mean of opinion (MOS) score prediction accuracy of image quality assessment (IQA) task by up to 5% with self-supervised learning (SSL) model pretrained on the proposed IQA dataset.

Publications

- **Automatic Human Scene Interaction through Contact Estimation and Motion Adaptation** *ACMMM* 2023
 - Authors: **Mingrui Zhang**, Ming Chen, Yan Zhou, Li Chen et al. [web][pdf]
- **Aesthetic Photo Collage with Deep Reinforcement Learning.** *IEEE Trans. Multimedia* 2022
 - Authors: **Mingrui Zhang**, Mading Li, Li Chen*, Jiahao Yu. [web][pdf]
- **SoftCollage: A Differentiable Probabilistic Tree Generator for Image Collage.** *CVPR* 2022
 - Authors: Jiahao Yu, Li Chen*, **Mingrui Zhang**, Mading Li. [web][pdf]

Skills

- **Programming:** Python, C/C++, MATLAB, HTML, LaTeX.
- **Frameworks:** PyTorch, NumPy, OpenCV, TensorFlow.
- **Courses(Grade):** Digital Image Processing(A), Data structure(A), Advanced Mathematics(A), Principles of Artificial Intelligence(A), Operating system(A), Deep Learning(A-), Object-Oriented Programming(A)
- **Languages:** English(CET4: 614, CET6: 588, NECCS First Prize), Mandarin(Native speaker)