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Education

University of Illinois at Urbana-Champaign

Urbana, IL

PURSUING PH.D. IN COMPUTER SCIENCE

Aug. 2018 - Present

· Supervised by Prof. Svetlana Lazebnik

Pennsylvania State University

State College, PA

B.S. HONOR IN COMPUTER SCIENCE AND MINOR IN MATHEMATICS (CUMULATIVE GPA: 3.89/4.00)

Aug. 2014 - May 2018

- Honor Thesis: Multiple Objects Tracking
- Supervised by Profs. Robert Collins and Yanxi Liu

Selected Research Experience.

Computer Vision Group (UIUC)

Urbana,IL

GRADUATE RESEARCH ASSISTANT, SUPERVISED BY DR. SVETLANA LAZEBNIK

Aug. 2018 - Present

- Work on non-trivial image retrieval via interpretable conditional similarity neural net
- Train neural nets sensitive to multiple visual concepts with/without supervision
- Cluster images based on abstract visual concepts in a latent space by interpretable decomposition
- Multi-task training with joint training

Laboratory for Perception, Action and Cognition (Penn State)

State College, PA

Undergraduate Researcher, supervised by Drs. Robert Collins and Yanxi Liu

April 2017 - June 2018

- · Speed up MoCap data cleaning process 20 times by Kalman filter and tracking with human body constraints
- Evaluate multiple human skeleton representations including quaternions, Euler angles, relative joints and etc.
- · Quantitatively analyze martial art skill level of subjects and give feedback to improve
- Develop a human stability metrics by using 3D MoCap and foot pressure data via collaboration with biomechanics
- Predict stability of human subjects from MoCap data via machine learning
- Collect motion capture data through Vicon Nexus

Selected Projects _____

DEEP LEARNING / MACHINE LEARNING

Oct. 2016 - Apr. 2017, Aug 2018 - Present

- Faster RCNN Reimplement Faster RCNN with PyTorch
- Action Recognition Achieve over 80% accuracy on UCF-101
- GAN Analyze and visualize how GAN can make the discriminator learn more human-understandable weights
- Deep Ranking Achieve above 60% top 30 recall on tiny-ImageNet for similarity retrieval
- ResNet from scratch Achieve above 60% accuracy on CIFAR100

Graphics (OpenGL)

Aug. 2017 - Dec. 2017

- Roller Coaster Generate a short movie about a Roller Coaster moving along tracks given, in a skybox (3D)
- Ray Tracer Correctly generate images, given multiple objects in different materials and different light sources (3D)
- Texture synthesis Synthesize large image of texture given a small texture input

Skills

PROGRAMMING LANGUAGE/TOOLS

- Python, Matlab, C/C++, LaTeX, HTML/CSS
- Pytorch, CUDA, OpenGL, Vicon Nexus, Django, Visual Studio, Azure
- Math, 3D Geometry, Linear Algebra, Applied Statistics, Numerical Analysis and etc.