Xiongming Dai

Ph.D. Candidate
Division of Computer Science and Engineering
Louisiana State University
Baton Rouge, LA

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Experience

Graduate Research & Teaching Assistant Louisiana State University May 2018 - Present Director Realis Multimedia Technology Co.,Ltd. Jul 2016 - Aug 2017

- Currently developing an automated grading system using machine learning for high school level CS for all course named Introduction to Computational Thinking (ICT).
- Served as team leader for developing video games in a graduate level course project
- Served as an Instructor and coordinator for two summer term local high school teacher training program to prepare themselves to teach ICT course.

Project Leader Realis Multimedia Technology Co.,Ltd. Feb 2016 - Jun 2016

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- Served as an Instructor and coordinator for two summer term local high school teacher training program to prepare themselves to teach ICT course.

Senior Software Development Engineer VisualTouring Technology Co., Ltd. Jun 2015 - Jan 2016

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- Served as an Instructor and coordinator for two summer term local high school teacher training program to prepare themselves to teach ICT course.

Graduate Research Assistant Huazhong University of Science & Technology Aug 2012 - May 2015 Software Development Engineer Huazhong Numerical Control Co., Ltd. Aug 2012 - May 2015

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Education

Louisiana State University Computer Science Ph.D., (Nov, 2022 (Expected))

Louisiana State University Computer Science M.Sc., 2022

Huazhong University of Science & Technology Mechatronical Engineering M.Sc., 2015

Changsha University of Science & Technology Mechanical Engineering M.Sc., 2012

Publications

• Xiongming Dai, Gerald Baumgartner. Weighted Riesz Particles. Neural Information Processing Systems(NeurIPS), 2022 submitted

- Xiongming Dai, Gerald Baumgartner. Optimal Camera Configuration for Large-Scale Motion Capture Systems. Neural Information Processing Systems(NeurIPS), 2022 submitted
- Xiongming Dai, Gerald Baumgartner, Variance Reduction of Resampling for Sequential Monte Carlo. Association for the Advancement of Artificial Intelligence(AAAI), 2022 submitted

Awards

- Three software copyright
- Two inventive patents

Technical Strengths

- Languages Proficient: Python, R, Matlab, C/C++, Shell.
- Robotic System: ROS operating system
- GPU Programming: NVIDIA CUDA
- Computer Vision/Graphics: OpenGL, OpenCV.
- SDLC/Documentation: LaTex, Overleaf
- Platforms/ Frameworks: Windows, UNIX/Linux •
- Others: Git
- The Most Important: non-stopable and perseverance in learning