Xi ong ming Dai

Ph. D. Candi date
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Research and Hobbi es

I ama Ph D candidate at Louisiana State University. Currently, I am working towards State Estimation for Sequential Data Analysis. I have been actively involved in various inter-disciplinary researches. I am passionate about Mathematics, Cooking, Drawing and Playing Basketball & Badminton.

I amlooking for a full-time job related to Soft ware Development with C/C++!

Experi ence

Graduate Research & Teaching Assistant Louisi ana State University May 2018 - Present

- Responsible for theoretical research of resampling for sequential Monte Carlo, and have proposed a repetitive ergodicity in deterministic domain with median, it is faster than the state of the art, which is verified by theoretical deduction and experiments of a hidden Markov model in both the linear and non-linear cases.
- Responsible for theoretical research of optimal camera configuration for large-scale motion capture systems, a NP hard problem, and have developed a 3D simulation framework, further introduce Riesz potentials to discretize rectifiable submanifolds of the maximum overlapping coverage, it proves that the proposal grows at most logarithmically, under nild assumptions.
- Responsible for theoretical research of Monte Carlo Sampling, and have proposed a weighted Riesz potentials interaction, where only few samplers required to achieve high performance for hidden Markov model.

Director Shenzhen Realis Multimedia Technology Co., Ltd Jul 2016 - Aug 2017

- Responsible for the location and tracking of infrared reflective markers corresponding to rigid bodies to realize multiplayer motion capture.
- Responsible for the optimization of optimal camera configuration solutions.
- Responsible for the optimization of the inverse kinematics and the integration of the system.

Project Leader Shenzhen Realis Multi media Technology Co., Ltd Feb 2016 - Jun 2016

- Served as a leader for developing inverse kine matics soft ware from scratch
- Responsible for the configuration and optimization of the infrared reflective markers solution so that the corresponding rigid body is most easily captured by the camera system.

• Responsible for the interactive communication mechanism between cameras to ensure minimum latency of the camera system.

Seni or Soft ware Development Engineer Hunan Visual Touring Technology Co., Ltd. Jun 2015 - Jan 2016

- Responsible for service robot multitasking development based on robotic systems ROS.
- Responsible for theoretical research of Visual SLAM and related soft ware development.
- Responsible for 3D reconstruction of interior scenes.
- Responsible for 3D face recognition based on 3-dimensional projection volume invariance feature.

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

- Responsible for calibration research and soft ware development of industrial robot systems.
- Responsible for the algorithm research and soft ware development of CNC tool paths in order to obtains mooth machining results.

Educati on

Louisiana State University

Computer Science

Ph D

Publications

- Xi ong ming Dai, Geral d Baumgartner. Weighted Riesz Partides. Neural Information Processing Systems (Neurl PS), 2022 submitted
- Xi ong ming Dai, Geral d Baumgartner. Opti mal Camera Configuration for Large-Scale Motion Capture Systems. Neural Information Processing Systems (Neurl PS), 2022 submitted
- Xi ong ming Dai, Geral d Baumgartner, Variance Reduction of Resampling for Sequential Monte Carlo. Association for the Advancement of Artificial Intelligence (AAAI), 2022 submitted

A war ds

- Three soft ware copyright
- 2nd place in the 3rd Changsha University of Technology Cooking Competition
- 2009-2010 School of Mechanical Engineering at Changsha University of Sci &Tech 1 on 1 Basket ball competition champion, called "The King of 1 on 1".

- The team got the 3rd place in the 15th HUST Graduate Cup Soccer League, For ward
- The team got the 2nd place in the 25th HUST Graduate Cup Basketball League, Small For ward

Technical Strengths

- Languages Proficient: Python, R, Matlab, C/C++, Shell.
- Robotic System ROS operating system
- GPU Programming: NM DA CUDA
- Computer Vision/Graphics: OpenGL, OpenCV.
- SDLC/Document ation: LaTex, Overleaf
- Platfor ms / Frame works: Windows, UN X/Linux •
- Ot hers: Gt
- The Most I mportant: non-stopable and perseverance in learning