

Yifan Wang

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Interactive Geometry Lab
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Research Interests	Learning-based image and video processing, video understanding, geometry processing.	
Education	<i>ETH Zürich,</i>	Fall 2017 - Now
	PhD Candidate in Computer Science	
	Research Topic: Data-driven content completion from raw inputs. Supervised by Prof. Olga Sorkine-Hornung.	
	<i>ETH Zürich,</i>	Fall 2014 - Fall 2016
	Master of Science in Robotics, System and Control	
	Graduated with distinction. Master Thesis: Semantic-Reginal CNNs for Action Recognition, supervised by Prof. Otmar Hilliges.	
	<i>ETH Zürich,</i>	Fall 2013 - Spring 2014
	ERASMUS program in Electrical Engineering	
	<i>TU München,</i>	Fall 2010 - Spring 2013
	Bachelor of Science in Electrical Engineering and Information Technology	
	Graduated with distinction. Bachelor Thesis: High Data Rate MIMO Configuration for LEO Satellite Communications.	
Publications	Patch-based Progressive 3D Point Set Upsampling - Wang Yifan , Shihao Wu, Hui Huang, Daniel Cohen-Or and Olga Sorkine-Hornung. arXiv preprint arXiv:1811.11286 (2018).	
	A Fully Progressive Approach to Single-Image Super-Resolution - Wang Yifan , F. Perazzi, B. McWilliams, A. Sorkine-Hornung, O. Sorkine-Hornung, C. Schroers. 2018 IEEE/CVF Conference on Computer Vision and Pattern Recognition Workshops (CVPRW), pages 977 - 97709.	
	Two-Stream SR-CNNs for Action Recognition in Videos - Wang Yifan , Jie Song, Limin Wang, Luc Van Gool and Otmar Hilliges. In Richard C. Wilson, Edwin R. Hancock and William A. P. Smith, editors, Proceedings of the British Machine Vision Conference (BMVC), pages 108.1-108.12. BMVA Press, September 2016.	
Awards	<i>New Trends in Image Restoration and Enhancement Challenge 2018</i>	2018
	Winner Award in Track 1 and Honorable Mention in Tracks 2-4.	
	<i>HackZurich</i>	2016
	Finalist in Europe's largest Hackathon.	
	<i>Heinrich und Lotte Mhnlfenzl-Stiftung</i>	2013
	Selected recipient for Mhnlfenzl-Stiftung, a foundation supporting students conducting studies overseas.	

Teaching I'm teaching assistant for "Linear Algebra for Computer Science" and "C++ for Mechanical Engineers".

Research Poisitions *Internship* *Fall 2016*
Disney Research, Zurich, Switzerland
Topic: Image super-resolution

Research Assistant *Summer 2016*
Advanced Interactive Technology Group, ETH Zurich, Switzerland
Topic: Action Recognition from Videos

Research Assistant *Summer 2014*
BMW Research and Technology, München, Germany
Topic: Hardward for argmented reality, ConnectedDrive Project