

YI ZHANG

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EDUCATION

Johns Hopkins University

09/2017 -

Ph.D. candidate in Computer Science

Research interests: Model Robustness, 3D Vision, Analysis-by-Synthesis, Domain Adaptation

Tsinghua University

09/2013 - 06/2017

B.Eng. in Electronic Engineering

- **GPA:** 92.0/100
- **Ranking:** 10/240 (4%)
- **Average of Math & Physics related Courses:** 96.1/100

REASERCH EXPERIENCE

Department of Computer Science, Johns Hopkins University

09/2017 -

Advisor: [Alan YUILLE](#)

Baltimore, MD

- Research Assistant
- My research aims to build robust and interpretable computer vision by 1) exploring the analysis-by-synthesis idea using generative models; 2) estimating 3D structure from 2D image enabling 3D-aware models; 3) leveraging synthetic data with rich ground truth for training and evaluation.

Amazon Go

06/2022 - 08/2022

Advisor: *Sumanth Chennupati, Bharat Singh*

Seattle, WA

- Applied Scientist Intern
- Worked on controllable human video synthesis.
- Combining computer graphics and neural rendering enabling realistic motion retargeting and background swapping.

AI lab, Bytedance, Inc

06/2020 - 09/2020

Advisor: *Jing Liu, Peng Wang, Linjie Luo*

Mountain View, CA

- Research Intern
- Worked on human depth estimation using training data and rich intermediate supervisions from high quality synthetic human models.
- Built a demo showcasing interactive effects with the estimated human depth.

Department of Computer Science, Johns Hopkins University

06/2016 - 09/2016

Advisor: [Alan YUILLE](#)

Baltimore, MD

- Research Assistant
- Created a synthetic data generation tool - [UnrealStereo](#) - for stereo vision diagnosis of several state-of-the-art methods.

State Key Lab. of Intelligent Technology & Systems, Tsinghua

03/2016 - 06/2017

Advisor: [Xiaolin HU](#)

Beijing, China

- Research Assistant
- Worked on deep learning based stereo vision

- 2023 **Yi Zhang**, Pengliang Ji, Adam Kortylewski, Angtian Wang, Jieru Mei, and Alan L Yuille. 3D-Aware Neural Body Fitting for Occlusion Robust 3D Human Pose Estimation. In *The IEEE/CVF International Conference on Computer Vision (ICCV) in submission*, 2023
- Jiacong Xu, **Yi Zhang**, Jiawei Peng, Wufei Ma, Artur Jesslen, Pengliang Ji, Qixin Hu, Jiehua Zhang, Qihao Liu, Jiahao Wang, Wei Ji, Chen Wang, Xiaoding Yuan, Prakhar Kaushik, Guofeng Zhang, Jie Liu, Yushan Xie, Yawen Cui, Alan Yuille, and Adam Kortylewski. Animal3D: A Comprehensive Dataset of 3D Animal Pose and Shape. In *The IEEE/CVF International Conference on Computer Vision (ICCV) in submission*, 2023
- 2022 Pengliang Ji, Angtian Wang, **Yi Zhang**, Adam Kortylewski, and Alan Yuille. Volumetric neural human for robust pose optimization via analysis-by-synthesis. In *SVRHM 2022 Workshop@ NeurIPS*
- Qihao Liu, **Yi Zhang**, Song Bai, and Alan L Yuille. Explicit Occlusion Reasoning for Multi-person 3D Human Pose Estimation. In *European Conference on Computer Vision (ECCV)*, 2022
- 2021 Xinyue Wei, Weichao Qiu, **Yi Zhang**, Zihao Xiao, and Alan Yuille. Nuisance-label supervision: Robustness improvement by free labels. In *Proceedings of the IEEE/CVF International Conference on Computer Vision (ICCVW)*, pages 1541–1550, 2021
- Tae Soo Kim, Jonathan Jones, Michael Peven, Zihao Xiao, Jin Bai, **Yi Zhang**, Weichao Qiu, Alan Yuille, and Gregory D. Hager. DASZL: Dynamic Action Signatures for Zero-shot Learning. *Proceedings of the AAAI Conference on Artificial Intelligence*, 35(3):1817–1826, May 2021
- 2020 Yingda Xia*, **Yi Zhang***, Fengze Liu, Wei Shen, and Alan L Yuille. Synthesize then Compare: Detecting Failures and Anomalies for Semantic Segmentation. In *European Conference on Computer Vision (ECCV)*, 2020 (**Oral**)
- 2019 **Yi Zhang**, Xinyue Wei, Weichao Qiu, Zihao Xiao, Gregory D. Hager, and Alan Yuille. RSA: Randomized Simulation as Augmentation for Robust Human Action Recognition. *arXiv preprint arXiv:1912.01180*, 2019
- Jialing Lyu, Weichao Qiu, Xinyue Wei, **Yi Zhang**, Alan Yuille, and Zheng-Jun Zha. Identity preserve transform: Understand what activity classification models have learnt. *arXiv preprint arXiv:1912.06314*, 2019
- 2018 **Yi Zhang**, Weichao Qiu, Qi Chen, Xiaolin Hu, and Alan Yuille. UnrealStereo: Controlling Hazardous Factors to Analyze Stereo Vision. In *International Conference on 3D Vision (3DV)*, Verona, Italy, 2018 (**Oral**)
- Qi Chen, Weichao Qiu, **Yi Zhang**, Lingxi Xie, and Alan L Yuille. SampleAhead: Online Classifier-Sampler Communication for Learning from Synthesized Data. In *British Machine Vision Conference (BMVC)*, Newcastle upon Tyne, UK, 2018 (**Oral**)
- 2017 Weichao Qiu, Fangwei Zhong, **Yi Zhang**, Siyuan Qiao, Zihao Xiao, Tae Soo Kim, and Yizhou Wang. UnrealCV: Virtual Worlds for Computer Vision. In *Proceedings of the 25th ACM International Conference on Multimedia*, MM '17, pages 1221–1224, New York, NY, USA, 2017. ACM

TECHNICAL STRENGTHS

Progragmming languages	Python, C/C++, C#, MATLAB
Deep learning frameworks	PyTorch, Tensorflow, OpenMMLab
Computer Graphics	Unity, Unreal Engine 4, Blender, PyTorch3D
Software Development	MLOps, Git, Docker, CMake, Ninja

AWARDS AND HONORS

• BANK OF TOKYO-MITSUBISHI UFJ Scholarship	Tsinghua University	2016
• HUAWEI Scholarship	Tsinghua University	2015
• Excellence in Science and Technology Innovation Award	Tsinghua University	2015
• National College Students Physics Competition 1 st Prize	Beijing Physics Society	2014
• Zheng Geru Scholarship	Tsinghua University	2014
• Freshmen Scholarship Grade 2	Tsinghua University	2013