

# TZE HO ELDEN TSE

<https://eldentse.github.io>

Intelligent Robotics Laboratory, School of Computer Science, University of Birmingham

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## EDUCATION

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### University of Birmingham, United Kingdom

*Feb. 2020 - present*

Ph.D. in Computer Science

Supervised by Dr. Hyung Jin Chang, Dr. Kwang In Kim and Prof. Aleš Leonardis

Research area: Graph Neural Networks in Computer Vision

### Cranfield University, United Kingdom

*Sept. 2018 - Jun. 2020*

PGDip in Engineering Competence

Part of BAE Systems graduate scheme

### University of Oxford, United Kingdom

*Oct. 2014 - Jul. 2018*

M.Eng in Engineering Science (First Class Honours, 78%)

Specialised in Information Engineering

## WORK EXPERIENCE

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### University of Birmingham, United Kingdom

Mar. 2022 - present

*Research Assistant*

- Collaboration with Dongguk University Machine Learning Lab.
- Project title: "Graph Neural Network for Visual Recognition and Representation"
- Project abstract : In this research, we are developing a deep semantic graph neural network based knowledge representation and learning framework for high-level vision tasks, such as hand-object pose estimation and representation.

### BAE Systems, United Kingdom

Sept. 2018 - Jul. 2021

*PLD Engineer*

- Hardware sensor design for Eurofighter Typhoon (6 months)
- PLD verification for F-16 head-up-display (6months)
- AI R&D with Innovation and Growth Team (6 months)
- PLD verification for flight control computer (16 months)

## PUBLICATIONS

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### Spectral Topology Augmentation for Message Passing Neural Networks

Jiwoong Park\*, **Tze Ho Elden Tse\***, Hyung Jin Chang, Jin Young Choi

*The 36th Conference on Neural Information Processing Systems (NeurIPS 2022, in preparation.)*

### S<sup>2</sup>Contact: Graph-based Network for 3D Hand-Object Contact Estimation with Semi-Supervised Learning

**Tze Ho Elden Tse\***, Zhongqun Zhang\*, Kwang In Kim, Aleš Leonardis, Feng Zheng, Hyung Jin Chang

*European Conference on Computer Vision (ECCV 2022, currently under review.)*

### Collaborative Learning for Hand and Object Reconstruction with Attention-guided Graph Convolution

**Tze Ho Elden Tse**, Kwang In Kim, Aleš Leonardis, Hyung Jin Chang

*IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR 2022)*

### TP-AE: Temporally Primed 6D Object Pose Tracking with Auto-Encoders

Linfang Zheng, Aleš Leonardis, **Tze Ho Elden Tse**, Nora Horanyi, Wei Zhang, Hua Chen, Hyung Jin Chang

*The 39th IEEE Conference on Robotics and Automation (ICRA 2022)*

## No Need to Scream: Robust Sound-based Speaker Localisation in Challenging Scenarios

Tze Ho Elden Tse, D. De Martini and L. Marchegiani

*The 11th International Conference on Social Robotics (ICSR 2019)*

### TEACHING

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<b>Teaching Assistant</b>	[02/2022-07/2022]	Computer Vision and Imaging
	[09/2021-07/2022]	MSc Computer Science project
	[09/2021-01/2022]	Programming for Data Science and AI

### ACADEMIC SERVICES

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<b>Reviewer</b>	CVPR 2022, 2021; ICCV 2021; BMVC 2021; NeurIPS 2020
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### AWARDS

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<b>2014-2018</b>	College Scholarship for Outstanding Performance in Engineering Exams
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### TECHNICAL STRENGTHS

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<b>Programming Languages</b>	Python, SystemVerilog, VHDL, MATLAB
<b>Libraries</b>	PyTorch, PyTorch Geometric, OpenCV