

# EMILY JIA

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## STATEMENT

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I'm Emily Yue-ting Jia, an undergraduate student from Tsinghua University. I'm **US citizen** and now studying abroad in China. It's my fourth year at Tsinghua and I will **graduate in 2023**. I plan to go on for **Doctor's degree** in US after graduation.

My main research interest is **computer vision** and I have done some research under the guidance of **Prof. Li Yi** and **Prof. Yushen Liu**. I'm also interested in **operating system** and have done some research about micro kernel for VM image as graduation program under the guidance of **Prof. Yu Chen**.

Besides research, I also spend a lot of time on software engineering. I was a leader in Network branch of Tsinghua CS student technology group. I have plenty of experience on website development and tutoring in website development, as part of our group activity.

## EDUCATION

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**Undergraduate in Computer Science and Technology**, Tsinghua University  
GPA: 3.83

August 2019 - Jul 2023

## SKILLS

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<b>Research</b>	computer vision, 3D vision, operating system, virtual machine, recommendation algorithm
<b>Engineering</b>	Android, web front end, Database
<b>Tools</b>	Cuda, Nginx, Raspberry Pi, Docker, Latex
<b>Language</b>	Python, C++, Java, Rust, JavaScript, Verilog

## SCHOLARSHIP

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I'm awarded as Excellent International Student by Beijing government from 2019 to 2022.

## RESEARCH PROJECTS

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**Project 1** NeRFPrior: Learning Neural Radiance Field as a Prior for Indoor Scene Reconstruction

- from summer 2022 to now, with **Prof. Yushen Liu**
- **submitted to CVPR 2023**
- We propose a 2 stage training pipeline for faster and more detailed 3D scene reconstruction. On the first stage, we use a voxelized neural network to approximate the radiance field. On the second stage, we input the coarse radiance field as prior into a SDF-based Nerf and get a consistent and finegrained field for mesh reconstruction.
- Experiments show that our method achieve better reconstruction performance with less training time, compared with previous method such as Neus and unisurf. Meshes retrieved from our method have flatter wall and floor area and more accurate shape for small crafts such as bowls and spoons on table.

**Project 2** NeUDF: learning neural unsigned distance fields (UDF) by volume rendering

- from spring 2022 to now, with **Prof. Yushen Liu**
- **to be submitted to ICCV 2023**
- We investigate using UDF instead of SDF in neural radiance field learning. We propose a set of formulas to translate UDF value into opacity value used in ray marching. Such translation meets both the occlusion-aware and intersection-maximum requirements, proposed by Neus.
- Experiments show that we achieve a competitive result on DTU, compared to SDF-based methods like Neus and unisurf. Our translation is more stable towards different sample steps than Neus' translation.

### **Project 3** Unicorn: unikernel for light virtual machine image

- from fall 2022 to now, with **Prof. Yu Chen**
- **graduation program**
- a modularized Rust lib os for light VM image building
- We aim at cutting off functions of monolithic kernel, such as networking, that are known to be unnecessary by users for lighter and faster VM image. We build a highly modularized library os that can be static linked separately in image building process to achieve that.

### **Project 4** Domain Adaptation on Point cloud Completion

- from fall 2021 to spring 2022, with **Prof. Li Yi**
- We propose to use structure as a guide for point cloud completion. Given a partial scan, we first predict its coarse cuboid structure using conditional GAN. Next, we refine the coarse cuboid prediction and output complete point clouds.
- Note that we do not use paired ground truth data (we only need ground truth cuboid structure set for the training of conditional GAN), our methods can be directly trained on target domain.

### **Project 5** Learning structure deformation using cuboid abstraction

- from summer 2021 to fall 2021, with **Prof. Li Yi**
- We propose a method to learn possible variation for certain kind of human-made objects unsupervisedly. We first extract the cuboid structure for each object. Then we learn several meta variations for the predicted structure by deforming the object to other objects in the set.
- Experiments show that the network does learn many meaningful and low dimensional structure deformation, and the learnt deformation can guide meaningful point cloud deformation.

## **OTHER PROJECTS**

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### **Project 1** Chrome Recorder Extension

- A chrome extension enables the recording of clicking, copying, inputting and page capture.
- GitHub: [Chrome Recorder Extension](#)
- used by Tsinghua NLP lab for data collection.

### **Project 2** Erasql

- A simple relation database with index manager, record manager, file manager, script parser and executor. Support basic management for database and tables.
- Gitlab: [Erasql](#) (Not accessible outside Tsinghua)
- scored 2nd among 90 people in Database class and get me an A+!

### **Project 3** Think-top CPU

- A simple 5-stage-pipeline CPU supporting Riscv.
- Interrupt/Exception Handler Delegation, virtual address and page table are supported. Experiments show that this CPU is enough to support simple operation systems like [ucore](#).
- scored 3rd among over 50 teams in Computer Structure class!

### **Project 4** Dongfeng education app

- an android app based on knowledge maps.
- Gitlab: [front-end app](#) (Not accessible outside Tsinghua)
- win a third prize for Educational App Competition!