Ziyue Feng

Homepage: https://ziyue.cool/

Google Scholar: Link

Github: https://github.com/fengziyue

Linkedin: https://www.linkedin.com/in/ziyue-feng/

Research Interests

My research interests include 3D Computer Vision, Depth Prediction, and 3D Reconstruction. I love the research topics that impact practical applications, like autonomous driving, AR/VR, and robotics.

Education

Clemson University

SC, USA

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PhD in Computer Vision

Aug 2019 - Present

Xi'an Jiaotong University
Bachelor of Computer Science;

Xi'an, China Aug 2015 - Jun 2019

Selected Publications

• **Ziyue Feng**, Huangying Zhan, etc.. "NARUTO: Neural Active Reconstruction from Uncertain Target Observations", (Active NeRF style 3D Reconstruction. **CVPR 2024**.)

- **Ziyue Feng**, Leon Yang, Pengsheng Guo, Bing Li. "CVRecon: Rethinking 3D Geometric Feature Learning for Neural Reconstruction" (Proposed a novel 3D geometric feature learning paradigm for neural reconstruction based on improved cost volumes. **ICCV 2023**.)
- **Ziyue Feng**, Liang Yang, Longlong Jing, Haiyan Wang, YingLi Tian, and Bing Li. "Disentangling Object Motion and Occlusion for Unsupervised Multi-frame Monocular Depth", **ECCV 2022** (2/3 of reviews are **strong accept**).
- Ziyue Feng, Longlong Jing, Peng Yin, Yingli Tian, Bing Li. "Advancing Self-supervised Monocular Depth Learning with Sparse LiDAR", CoRL 2021.
- Ziyue Feng, Shitao Chen, Yu Chen, Nanning Zheng. "Model-based decision making with imagination for autonomous parking", IEEE IV 2018.

Experience & Selected Research Projects

Matterport

Sunnyvale, CA

Senior Machine Learning Engineer.

Apr 2024 - Present

• 3D Computer Vision & Gen AI: Reconstructing, understanding, and synthesizing 3D scene. Link.

Google Research Intern

San Francisco, CA

Research Intern in Project Starline.

Sep 2023 - Dec 2023

• Project Starline: Working with Clément Godard and Lynn Tsai on Google Project Starline in the field of 3D Computer Vision.

OPPO US Research Center

Palo Alto, CA

Research Intern focused on Active Neural SLAM. Mentor: Dr. Huangying Zhan.

 $Jun\ 2023$ - $Sep\ 2023$

• Active NeRF-based SLAM: Worked with Huangying Zhan to enable embodied intelligent agents to automatically explore, localize, reconstruct, and plan in unknown environments. Published on CVPR 2024.

Clemson University

Greenville, SC

Research Assistant focused on 3D Computer Vision. Advisor: Dr. Bing Li.

Aug 2019 - Jun 2023

- CVRecon Link: Worked with Eric Yang at Apple to propose a novel 3D geometric feature learning paradigm for neural reconstruction based on improved cost volumes. Published on ICCV 2023.
- Dynamic Depth Link: Worked with Eric Yang at Apple to propose a self-supervised multi-frame monocular depth prediction model dedicated to solving the dynamic objects' motion and occlusion problems. Achieves State-of-the-Art performance on the KITTI and Cityscapes dataset, especially in dynamic object areas. Published on ECCV 2022.

• Fusion Depth Link: Worked with Longlong Jing at Waymo to leverage the sparse LiDAR to improve the self-supervised monocular depth prediction accuracy. Reduced half of the depth error with a 4-beam LiDAR, obtained SOTA performance on the KITTI 'Depth Prediction', 'Depth Completion', and the 'Monocular 3D Detection' tasks. Published on CoRL 2021.

MEGVII(Face++) Research

Research Intern, Mentor: Donghao Liu.

Jan 2019 - May 2019

• Gaze Estimation: We designed a GAN (Generative Adversarial Network) model to alleviate the domain shift of the gaze images from different persons, improving the gaze estimation accuracy for the driver monitoring system.

Institute of Artificial Intelligence and Robotics (IAIR at XJTU)

Xi'an, China

Research Intern, Advisor: Prof. Nanning Zheng.

Oct 2016 - Jan 2019

• Autonomous Parking: Link Proposed an 'imaginative' module to improve the RRT-based parking path planning and a kinematic-aware smoothing module to refine the planned path. Published on IEEE IV 2018.

Services

• Reviewer for CVPR 2024, NeurIPS 2023, IEEE TIP, CoRL 2022&2023, IROS 2023, RA-L 2023, ICAS 2023, Journal of Robotics, and IEEE Access.

Technical Skills

• **Programming:** Python, C/C++, Linux/Unix, CUDA

• Language: Mandarin, English