

# Hong Wing PANG

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## Education

Sep 2020 - Jul 2022 (expected)	<b>MPhil in Computer Science</b> Hong Kong University of Science and Technology  Research interests: Image synthesis, generative networks, computer vision Supervised by <a href="#">Prof. Sai-kit Yeung</a>
Sep 2015 - Jun 2020	<b>BEng in Computer Science</b> Hong Kong University of Science and Technology  Graduation GPA: 3.740 / 4.300, first class honors Minor in Robotics
Apr 2018 - Aug 2018	<b>International exchange</b> Fakultät für Informatik, TU München Munich, Germany
Sep 2013 - Jun 2015	<b>International Baccalaureate Diploma</b> Diocesan Boys' School, Hong Kong

## Experience

Mar 2022 - May 2022	<b>Style transfer for Neural Radiance Fields</b> Publication under review  <ul style="list-style-type: none"><li>• Proposed a new method for transferring visual styles from arbitrary images onto a trained NeRF scene</li><li>• Can be used to render NeRF scenes in different appearances that are not available in training data, extending the flexibility of neural rendering</li><li>• Given the nature of NeRF, changes in visual appearance of the same position is consistent across all novel views</li></ul>
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Sep 2021 - Dec 2021	<b>Teaching Assistant</b> COMP2012H - Honors Object-oriented Programming and Data Structures <ul style="list-style-type: none"> <li>• Worked as TA for a fundamental, comprehensive CS course about OOP and data structures in C++</li> <li>• Responsible for delivering tutorials, grading exams / assignments, and answering questions from students</li> </ul>
Dec 2020 - Mar 2021	<b>Neural Room Decoration from a Single Photograph</b> <a href="#">arXiv</a> , 2021 <ul style="list-style-type: none"> <li>• Proposed a method that, given a photograph of an empty indoor space, synthesizes a new image of the same space that is fully furnished</li> <li>• Utilizes a conditional GAN model conditioned on a background image and positions of objects to insert</li> </ul>
Aug 2019 - Aug 2018	<b>Computer Vision Engineer Intern</b> Creaxon Technologies Ltd., Hong Kong <ul style="list-style-type: none"> <li>• Contributed to development of new solutions for vision analytics problems, e.g. construction site monitoring, vehicle reidentification, human action recognition</li> <li>• Worked on implementing and integrating computer vision research work into existing products</li> </ul>
Dec 2016 - Mar 2018	<b>Software Engineer</b> HKUST Robotics Team <ul style="list-style-type: none"> <li>• Worked on developing position control and localization algorithms for robots and embedded systems</li> <li>• Responsible for training of new team members on embedded systems programming</li> <li>• Representing HKUST at the ABU Robocon 2017 contest in Tokyo, Japan</li> </ul>

## Skills

<i>Languages</i>	Cantonese English	Native Fluent, TOEFL 113/120
<i>Coding</i>	Python, C++ / C, MATLAB, Bash	
<i>Tools</i>	PyTorch, TensorFlow, Git, CUDA, NumPy, Pandas, OpenCV, scikit-learn Photoshop, Illustrator, Blender	