

LIU YE

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EDUCATION

Ingénieur (Master)

INSTITUT POLYTECHNIQUE DE PARIS

📅 09 2016 to 10 2018

📍 Paris

- Engineer of SIS(Signal, information, and systems) (Computer Science).
- Computer vision, Machine learning, Robotics, Network, Dynamic system, etc.
- Awarded China Scholarship Council's scholarship.

Bachelor of Physics

Nanjing University

📅 09 2012 to 06 2016

📍 Nanjing

- National plan of basic disciplines of top-notch training (one of the 30 top students of Nanjing University, which has the best Physics department in China), with scholarship.
- China National Scholarship (first class) for 4 years.
- College Entrance Examination in 2012, earned 394 (top 0.1% in JiangSu province).
- Awarded in National Physics Competition in China (first class).

EXPERIENCE

ENGINEER

GTLAND

📅 02 2019 to now

📍 Guangzhou

Our objective is to build a virtual scene for our shopping malls. I write the majority of our algorithms. And I am in charge of making our Unity implementation and Java interfaces. My work is mainly in three domains (Some details [here](#)):

- Build a [SLAM](#) system. I have build a ORBSLAM based system and a VINS based system. With modified optimization back-end, faster front-end tracking, and a new re-localization system.
- Single image based large scene localization tested [indoor](#) and [outdoor](#). Based on offline reconstruction and online single image match.
- Marker localization, with multiply image tracking, cube object tracking [link](#). Based on comparison of image patch intensity.

I am currently working on bundle adjustment optimization algorithms, 3d reconstruction and localization with deep learning.

Graduate student internship

IDEAVERSAL

📅 04 2018 to 10 2018

📍 Paris

Built a robot with 3d vision only by camera, with the algorithms of machine learning and robotics. [link](#). with our own SLAM visual front end, using Deep learning to understand the world (localization, semantic segmentation) on Tensorflow and pytorch.

Projet de Recherche

ENSTA ParisTech

📅 05 2017 to 08 2017

📍 Paris

- Recognition of plankton images of EcoTaxa by deep neural network on a multi-core system embedded system - Fathom, using TensorFlow.
- Participated into several Kaggle competitions as student projects.

MY LIFE PHILOSOPHY

"What means to be fully human is to strive to live by ideas and ideals"

COMPETENCES

Quick Learner

Spontaneity

Finding solution

TensorFlow/PyTorch

Deep Learning

SQL

Convex Analysis

SLAM

Embedded Systems/ARM

C++/C/C#/Python

Unity/Blender/Matlab

Matlab/Simulink

LANGUAGES

English



French



Mandarin



EXPERIENCE

- Start-up project : Stoc_King(AI consultant for investment), using NLP and Optimization algorithms to optimize investment.
- Make my only game using Unity, and 3d modeling using blender.
- Voluntary activities in Nanjing University, and in Guangzhou.
- Competition 'Reveal your perceptions', helping clients to choose foundation online, October 2017, Paris.

LEISURE

Reading - Zen, Dao

Video games - RPG

Films - Drame, Science-fiction

Music - Rock