Hang Yan

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Interested internship position: research assistant, software engineer | Preferable time: Jun. 2017 – Sep. 2017

EDUCATION

2014.8-Present Washington University in St. Louis, USA

- 3rd year PhD student in Computer Science, GPA 3.97/4.00.
- Advisor: Dr. Yasutaka Furukawa.
- Research: RGBD reconstruction, image-based rendering, image/video segmentation, machine learning, SLAM.

2010.9-2014.8 Tsinghua University, Beijing, China.

- Bachelor in Engineering. Major: Automation (School of Information), GPA 84.5/100.
- Advisor: Prof. Yebin Liu.
- Thesis: Indoor Scene Reconstruction and Rendering with Kinect.

RESEARCH PROJECTS

2016.3-2016.11 Turing an Urban Scene Video into a Cinemagraph

- A system for automatically creating Cinemagraph (http://cinemagraphs.com/) renderings from casual tourist videos and use them to build street view navigation systems.
- Demo: https://www.youtube.com/watch?v=v3sqCweW3v8&feature=youtu.be
- Under review for CVPR 2017.

2016.3-2016.3 Multiway Particle Swarm Fusion

- Developed a general parallel framework for solving MAP inference based on TRWS and Fusion Move.
- Quick project, took two people 10 days from rough idea to the final paper.
- Submitted to ECCV 2016.

2015.1-2015.4 Structured Indoor Modeling

- Defined a parsing graph for indoor semantic reconstruction. Parse an unstructured point cloud into structured elements such walls, floors, doors and objects in a hierarchy way.
- My job: Object segmentation from point clouds and point based rendering.
- Project page: http://www.cse.wustl.edu/~sikehata/sim/
- Accepted by ICCV 2015 as oral.

2014.9-2015.11 Modeling Static Scenes with Dynamic Appearance for Texture-dependent Rendering

- A system for modeling the indoor scene with Google Tango tablet, detecting and segmenting elements with static geometry and dynamic appearance, and use this model for indoor image-based navigation.
- Demo: https://youtu.be/9V4qqXbLGpI
- Submitted to CVPR 2016.

PUBLICATION

- Ikehata, Satoshi, Hang Yang, and Yasutaka Furukawa. "Structured Indoor Modeling." *Proceedings of the IEEE International Conference on Computer Vision. 2015.*

WORK EXPERIENCE

2013.6-2013.11 Siemens Corporate Technology (research department in Siemens Ltd., China)

- Intern. Developed web-based applications for urban traffic systems and parking lot management systems.

PROFESSIONAL SKILLS

- Programming language: C++ (primary), Python, Matlab, Java.
- Familiar with: OpenCV, OpenGL, PCL, Eigen, Ceres, CUDA, Hadoop, Kinect SDK, Project Tango SDK (Java).
- Software and tools: Linux, OS X, Windows, Git, Unity 5, Adobe Illustrator.
- Language: Chinese (native), English (fluent), German (basic).

OTHERS

- Chinese name: 刻航. Fun fact: most Chinese natives don't know my family name.
- Amateur classical pianist, taking lessons from Mrs. Annette Burkhart at Music department in WashU.
- Fan of automobile and aviation.