QIANHAO ZHANG

EDUCATION

Carnegie Mellon University - School of Computer Science Pittsburgh, PA M.S. in Computer Vision | Current GPA: 4.22/4.3 Dec. 2020 Beihang University - School of Computer Science and Engineering Beijing, China

B.Eng. in Computer Science and Technology | GPA: 3.78/4, Graduation with Honors

Jul. 2019 University of Toronto - Faculty of Applied Science and Engineering Toronto, ON Dec. 2017

Scholarship-Funded Exchange Program | GPA: 3.88/4

PROFESSIONAL EXPERIENCES

SenseBrain Technology LLC

San Jose, CA

Research Intern | C++, Bash, Python

May. 2020 - Aug. 2020

Compression and quantization of neural networks for camera-related CV tasks on smartphones

- 50% channel-pruning compression of CNN to obtain fine-grained quad bayer captured by 2x2 on-chip lens (product-link), enhanced the light-weight model (Python) for low-exposure frames with hard example fine-tuning
- 5x speedup of CNN for bayer demosaicking on Xiaomi phone's raw data, achieved by mixed-bitwidth (16-bit activation and 8-bit weight) quantization-aware training (Python) with AIMET toolbox
- Developed the deployment pipeline for CNN models on smartphones (C++ and bash scripts), verified the model performance on the DSP/CPU of an Oppo Reno 2 and a google Pixel 3 with SNPE toolchain

SenseTime Co., Ltd. Beijing, China

Research Intern | C, C++, Python

Feb. 2018 - Jul. 2019

Performance optimization and pipeline automation for deep learning frameworks and packages

- Developed pytorch-onnx-caffe conversion and profiling package (Python) supporting all neural network layers, effectively bridged the gap between research teams (training) and engineering teams (deployment)
- · Designed easy-to-use, modularized APIs that successfully worked with models within a wide variety such as pedestrian re-ID, face verification, car detection, etc. (number of users soon exceeded 300 since first release in a month)
- Implemented novel neural network layers (time-shift operation, correlation convolution, etc.) in Caffe (C++) with research teams, halved the train-test-deploy response cycle of any new model
- Developed inference framework (C) optimized for x86 processors with MKL-DNN, 2x speedup compared to regular Caffe, used as deployment framework on development boards and light-weight chips

ACADEMIC PROJECTS

Pittsburgh, PA

Carnegie Mellon University | Supervised by Prof. John Galeotti

Feb. 2020 - May. 2020

Develop stateless relocalization module to fight the drifting problem in long-range flights

- Implemented a fully convolutional neural network for scene coordinate regression, and applied differentiable RANSAC with PnP algorithm on scene coordinates for pose estimation
- Leveraged GPS and structure-from-known-motion with OpenMVG to obtain high-quality ground truth for training
- Averagely <3m, <0.3° error tested on 10-kilometer flight data, <1m, <0.1° error tested on 2-kilometer flight data

Berkeley, CA

University of California, Berkeley | Supervised by Dr. Allen Yang

Jul. 2018 - Oct. 2018

Design loop closure detection module and improve localization module for the lost track problem in VR/AR scenarios

- · Designed a feature-pyramid siamese network for loop closure detection w/ comparable performance to ORB-SLAM
- Synthesized a large-scale (~150,000 images) indoor environment dataset with Unity3D and SunCG for train & test
- Implemented ICP algorithm for OpenARK's SLAM module, stabilized the trajectory on texture-sparse frames

An Image Retrieval System Based on Natural Language Captioning, CN Patent Z patent-link

Aug. 2019

Automatic image captioning upon uploading, used BLEU score as the key for retrieval, enabling descriptive search

1st-place Winner with \{10,000 (\sim \{1,500}) Prize, BeyondSoft Tech Challenge on Motion Evaluation

Nov. 2018

• Designed neural network to evaluate motion quality for athletes / rehabilitating patients on inertial data

National Scholarship for Academic Excellency, Chinese Ministry of Education

Nov. 2017

• Top-level scholarship awarded nationally to recommended students for their academic excellency

□ SKILLS