Jieqi Shi

The Hong Kong University of Science and Technology jshias@connect.ust.hk https://jayceeshi.github.io/ (+86) 18810998996

EDUCATION

The Hong Kong University of Science and Technology

Feb. 2024 - Present

Sep. 2019 - Feb. 2024

Department of Electronic and Computer Engineering

Postdoc Researcher

The Hong Kong University of Science and Technology

Department of Electronic and Computer Engineering

P.h.D

Peking University Sep. 2014 - Jul. 2018

School of Electrical Engineering and Computer Science

Bachelor of Science in Computer Science

PUBLICATIONS

You Only Label Once: 3D Box Adaptation from Point Cloud to Image with Semi-Supervised Learning.

Jieqi Shi, Peiliang Li, Xiaozhi Chen, Shaojie Shen

IEEE Robotics and Automation Letter. August 2023.

Are All Point Clouds Suitable for Completion? Weakly Supervised Quality Evaluation Network for Point Cloud Completion.

Jieqi Shi, Peiliang Li, Xiaozhi Chen, Shaojie Shen

In Proc. of the IEEE International Conference on Robotics and Automation (ICRA)

Efficient Implicit Neural Reconstruction Using LiDAR

Dongyu Yan, Xiaoyang Lyu, Jieqi Shi, Yi Lin

In Proc. of the IEEE International Conference on Robotics and Automation (ICRA)

Temporal point cloud completion with pose disturbance

Jieqi Shi, Peiliang Li, Lingyun Xu, Xiaozhi Chen, Shaojie Shen

IEEE Robotics and Automation Letter, January 2022, with ICRA 2022

Graph guided deformation for point cloud completion

Jieqi Shi, Lingyun Xu, Liang Heng, Shaojie Shen

IEEE Robotics and Automation Letters, 6(4), pp. 7081-7088, July 2021, with IROS 2021

Tracking from patterns: learning corresponding patterns in point clouds for 3D object tracking

Jieqi Shi, Peiiang Li, Shaojie Shen

In Proc. ECCV Workshop on Perception for Autonomous Driving (PAD) 2020,

Joint spatial-temporal optimization for stereo 3D object tracking.

Peiliang Li, Jieqi Shi, Shaojie Shen

In Proc. CVPR 2020,

Coarse-To-Fine Visual Localization Using Semantic Compact Map.

Ziwei Liao, Jieqi Shi, Xianyu Qi, Xiaoyu Zhang, Wei Wang, Yijia He, Ran Wei, Xiao Liu

In Proc. 3rd International Conference on Control and Robots, ICCR 2020, Tokyo, Japan, 26 - 29 December 2020,

An Efficient Volumetric Mesh Representation for Real-time Scene Reconstruction using Spatial Hashing

Wei Dong, Jieqi Shi, Weijie Tang, Xin Wang, Hongbin Zha

In Proc. ICRA 2018,

Smart RF Table Enables IoT on a Desk

Yue Wu, Caihua Li, Jieqi Shi

Mobicom17 poster

Patent: CN108875766B

RESEARCH EXPERIENCES

Research in 3D Perception for Autonomous Driving

Dji Automotive Jan. 2021 - present

• Semi-Automatic 3D Labeling Tools

- Use deep-learning methods to assist 3D cuboid labeling
- Submit to Ral

• 3D Point Cloud Completion

- Use deep learning methods to complete 3D lidar point clouds and output object models
- Two RAL & one ICRA publications.

Research in 3D Status Estimation

HKUST (advisor: Prof. Shaojie Shen)

Sep. 2019 - present

• Road-map Estimation from Crowd-Source Data

- Use GPS trajectory from driving agents to estimate rough road maps, including stop points, road connection, intersection, e.t.c.

• 3D Tracking in Autonomous Driving

- Use deep learning methods to integrate association into 3D detection process and operate 3D tracking on lidar datasets.

• Point Cloud Completion for Autonomous Driving

- Use 3D completion tasks to complete sparse lidar points and assist other 3D perception tasks.

• Traditional Slam Methods

- ISMAR 2019 V-SLAM Challenge, VI-SLAM Track, First Place Winner

Research in SLAM

Megvii(face++) Co.

Jul. 2018 - June 2019

• Deep Learning Enhanced Visual Odometry

- Use deep features and TensorRT to enhance VO methods and accelerate the pipeline. Integrated in Megbot-VL.

• Deep Semantic SLAM

- Integrate semantic segmentation to enhance localization methods. Combine particle filter with visual semantic.

Research in SLAM

Carnegie Mellon University (advisor: Prof. Michael Kaess)

Jul. 2017 - Sep. 2017

• SLAM-based dense reconstruction

- In air and underwater 3D feature-based dense reconstruction with stereo cameras and one-shot structured light.

Research in 3D reconstruction and geometry

3D reconstruction lab of CS department, Peking University advisor: Prof. Hongbin Zha

Sep. 2015 - Jul.2018

Summer 2016

• PSDF Fusion: On-the-fly Probabilistic Scene Reconstruction using Mixed 3D Representations

- Integrate probability into SDF denoting the spatial uncertainty from limited voxel resolutions and input data noise
- An Efficient Volumetric Mesh Representation for Real-time Scene Reconstruction using Spatial Hashing
 - Improve real time slam algorithms based on voxel hash methods.

• 3D reconstruction of Longmen in Visual Reality

- Reconstruct the Buddha statue in Longmen and build their 3D models.

• Parametric Shape Detection with Curves

- Use linear operation to extract fibers and recover shapes.

Research in Computer Vision and Machine Learning

Megvii(face++) Co.

• Semantic segmentation and Instance segmentation of large numbers of objects

- Design and implement a teacher-student framework to help collect and label datasets
- 2017 MIT Place Challenge first place
- Semantic segmentation of passers-by
 - Design and implement a small and efficient models for human parsing. Integrated in Megvideo

WORKING EXPERIENCE

Megvii(face++) Co., Beijing

Research & Develop Engineer

Jul. 2018 - Jun. 2019

• SLAM, semantic and instance segmentation, robotics

SELECTED AWARDS

HKUST Redbird Academic Excellence Award for Continuning Phd Students	2021/22
ISMAR 2019 V-SLAM Challenge, VI-SLAM Track, First Place Winner	2019
Outstanding graduates of Beijing City	2018
Outstanding graduation project of Peking University	2018
MIT Places Challenge, first place	2017
Mobicom Student Research Competition, second place	
Member of top-notch class of EECS Department	2017
National Scholarship (Top 20 out of over 300 students)	2016
National Scholarship (Top 20 out of over 300 students)	2015
Merit Student of Peking University (Top 10%)	2015
Meritorious Winner of MCM/ICM	2015
2015 Mathematical Contest In Modeling of Beijing, first prize	2015

TEACHING

Teaching Assistant of Introduction to Computer Organization and Design	Autumn, 2020
Teaching Assistant of Introduction to Computer System	Autumn, 2016

TECHNICAL SKILLS

Programming: C&C++, Python, Java, Matlab

MISCELLANEOUS

Leadership

• Vice Minister of International Communication Department, Students' Union

Hobbies

• Reading, Swimming, Piano