Jiarun Wei

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EDUCATION

Carnegie Mellon University **09/2020 – 05/2022(Expected graduation)**
Master of Science - Mechanical Engineering *Pittsburgh, PA*
Courses: Deep Learning, Computer Vision, Java for Application Programmer, Machine Learning

University of California, Berkeley **01/2019 – 12/2019**
Exchange Study - Concurrent Enrollment *Berkeley, CA*
Courses: Feedback Control of Legged Robots, Introduction to Control of UAV, Model Predictive Control

Dalian University of Technology **09/2016 – 06/2020**
Bachelor of Engineering - Mechanical Engineering *Dalian, CN*
Courses: C Programming, Fundamentals of Controls, Digital Circuits

EXPERIENCE

Safe AI Lab, CMU | Demo **09/2021 – Present**
Research Assistant *Pittsburgh, PA*
- Developed an autonomous delivery robot with Visual and Lidar perception by **C++** and **Python** in **Linux**
- Designed an automatic Camera-Lidar calibration algorithm using key-point correspondence approach by **C++**
- Achieved stable localization by *FAST-LIO* algorithm with Solid State Lidar and Stereo Camera in **ROS**
- Constructed a *PV-RCNN* 3D point cloud detection model by **Python** using a KITTI dataset from CARLA

Division of AI Disciplines, Beijing Kaikeba Co., Ltd **06/2021 – 08/2021**
Teaching Assistant *Beijing, CN*
- Established an end to end speech recognition platform for teaching purpose based on MLP by **PyTorch**
- Implemented the noise reduction of face images by Gaussian Filter and Bilateral Filter algorithm by **Python**
- Constructed a self-designed comment generation system based on semantic analysis for homework grading

PROJECTS

Webiste Development for ICRA Competition | Website **01/2022 – Present**
- Developed a deliverable website for SeasonDepth Challenge Competition using **HTML**, recorded by **ICRA**
- Fulfilled the front end interfaces of registration, login and ranking page by customized **CSS** and **Bootstrap**
- Deployed the website on RDS server and associated it with a domain name to evaluate the participants' models

Zombies-Infection Game | Project repo **10/2021 – 12/2021**
- Implemented a third person shooting game based on Object Oriented Programming by **C++** and **OpenGL**
- Constructed super classes of virtual props with extensible methods as interfaces in convenience of inheritance
- Optimized the texture loading time during weapon switching based on a novel pointer management algorithm

Collision Check for Robot Arms | Project repo **11/2020 – 12/2020**
- Designed a safety region generation approach for robot arm collision check by **Python** and **MATLAB**
- Implemented a self-designed algorithm to solve the geometric parameters of the safety region based on SVD
- Developed a CAD software plugin to calculate and visualize the safety region of 3D objects in arbitrary shape

Emoji Prediction for Twitter Texts | Project repo **10/2020 – 12/2020**
- Constructed a deep learning pipeline for emoji prediction on twitter texts based on **CNN** and **LSTM** by **Keras**
- Applied the **Word2vec** and **GloVe** embedding algorithm to data prepossessing and feature encoding of texts
- Conducted data cleaning and word parsing based on statistical method to get rid of the irrelevant information

SKILLS

Languages: C/C++, Python, Java, JavaScript, HTML, MATLAB

Tool-kits: PyTorch, Numpy, Scipy, Git, Bootstrap, Latex

Environment: Visual Studio Code, Linux, ROS, CARLA