ZEKUN LI

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EDUCATION

University of Electronic Science and Technology of China (UESTC) September 2019 - Present
Bachelor of Engineering, Computer Science and Technology
GPA: 3.81/4.0 **IELTS**: 7.0 **UESTC Excellent Student Scholarship (Top 12%)**

EXPERIENCE

Research Intern September 2020 - Present
Cognitive Computing and Intelligent Decision Lab at UESTC Supervisor: Prof. Zhao Kang
Individual Project: Reference-based line-art colorization [repo]

- Focus on: strengthen the dot-product attention module for colorization through gradient manipulation.
- The project is an outstanding project in UESTC Undergraduate Innovation Training Program in 2021.
- An ECCV'22 and the national invention patent are accepted.

Participant of *Introduction to Nerual Networks* April 2022 - June 2022
Online Project-based Study Instructed from Harvard University Supervisor: Prof. Pavlos Protopapas
Group Project: Classifying emotions using images by CNNs [repo] (Best Project in the class)

- Assume the leader of group, mainly responsible for the thesis arrangement and some code implements.
- Review the basis of neural networks and learn techniques to interpret CNNs like GradCAM.
- Produce a real-time facial expression recognition demo showed in the final presentation.

Contributor of PaddleVideo April 2022 - June 2022
Group Project: Reproduce *Two-Stream Adaptive Graph Convolutional Networks for Skeleton-Based Action Recognition* (CVPR'19) with PaddlePaddle for a video toolkits called PaddleVideo. [repo]

- Responsible for network implements and merging the project under PaddleVideo's design specifications.
- Attain an insight into the importance of adaptive topology structure in motion recognition.
- Win the third price (¥10,000) in *6th Paddle Reproduction Competition*.

Participant of T-Star Technical-Art Boot Camp, NetEase Games December 2021 - January 2022

- Review the basis of computer graphics in the online courses, including rendering and motion controlling.
- Learn some rendering techniques, like Pre-integrated Skin Shading, Kajiya-Kay hair shading *etc.*

PUBLICATION

Eliminating Gradient Conflict in Reference-based Line-Art Colorization
Accepted by European Conference on Computer Vision (ECCV) 2022
Zekun Li, Zhengyang Geng, Zhao Kang, Wenyu Chen, and Yibo Yang.
My Responsibility: develop most of the idea, write full paper, conduct all the experiments.

COURSES

Mathematics: Calculus (91), Probability and Statistics (95), Linear Algebra (94)
Computer Science: C++ Programming (98), Computer Graphics (93), Artificial Intelligence (99)

SELECTED AWARDS

LanQiao Cup (C++ programming competition) Provincial Second Prize
IEEEXtreme 15.0 Programming Competition Global Ranking 228/2043

SKILLS

Python: Pytorch; C/C++; Blender; LaTeX