CHENHAO LI

(+86)19921565116
Permanent: Room 401, 152 Qiujing Rd., Shanghai, 201615

lee_vius@sjtu.edu.cn
Personal Site: https://lee-vius.github.io

EDUCATION

Shanghai Jiao Tong University   **Shanghai, China**
Projected to learn: Master of Science in Software Engineering   Sept. 2020 - Present
GPA: 3.58/4.0

University of Michigan   **Ann Arbor, USA**
Bachelor of Science in Computer Science Engineering   Sept. 2018 - May 2020
GPA: 3.95/4.0

Shanghai Jiao Tong University   **Shanghai, China**
Bachelor of Science in Electronic and Computer Engineering   Sept. 2016 - Aug. 2018
GPA: 3.6/4.0

EXPERIENCE

Web App: COP15 Virtual Exhibition for Shanghai   **Shanghai, China**
Technical Programmer   Aug. 2021 - Oct. 2021
- Rapidly implemented 3D virtual exhibition for web based on Unity
- Implemented logics for exhibition of various stages and implemented UI interactions
- Implemented smooth curve motion and view change of camera
- Applied memory optimization techniques to fit mobile environment and went online in October

Research: Expression Motion Stylizing for 2D Human Face   **Shanghai, China**
Technical Programmer   Mar. 2021 - Jun. 2021
- Implemented 2D facial expression transfer with styleGAN and First Order Motion models
- Collected Disney characters facial expression data and Apply styleGAN model to generate stylized facial images
- Trained and apply First Order Motion Model to transfer facial expression from videos to images
- Applied train idea of GAN network to capture "expression style" based on First Order Motion model

Research: *3D Face Model Deformer based on Deep Learning*   **Shanghai, China**
Technical Programmer   Sept. 2020 - Jan. 2021
- Implemented a face model deformer based on deep differential subspace reconstruction
- Designed deep neural network to train model deformer given input rig parameters and output target expression
- Implemented reconstruction algorithm to re-generate facial model based on output of neural network

Game Development: *Xtraction Point*   **Ann Arbor, USA**
Team Leader & Main Programmer   Oct. 2019 – Jan. 2020
- Designed a game of adventure genre and lead a group of four
- Implemented and designed enemy, scene assets mechanics, level progress and pixel art animations
- Attended Game Design showcase of UM Fall 2019 and achieved 7th/32 for audience voting

Research: *Variant Calling for Genomics Alignment*   **Ann Arbor, USA**
Research Assistant & Software Programmer   Jan. 2019 – Aug. 2019
- Improved software acceleration for DNA alignment and tested CPU time on core algorithm
- Design corresponding algorithm for fixed point calculation to output the same correct results
- Improve time performance of new algorithm on FPGA board to three times to original version

Coursework & Projects   Sept. 2018 – Present
- Android App: Design and development of Map application showing salinity data for water source
- Software Engineering: Design and development of medical image processing software
- UI Design: Design and Implementation of Vscode extension — *Numpy Helper*
- Web Systems: Design and Implementation of client/server dynamic pages
- Computer Vision: Cancer segmentation for lung images, Implementation and test of Faster R-CNN model
- Game Design: Implementation of *Zelda I — Dungeon* and Design of game — *Gemini*
- Machine Learning: Application of SVM and CNN, Image Style transfer with StyleGAN model

ACHIEVEMENTS
- Dean List of University of Michigan, CSE department   Dec. 2018 - Feb. 2020
- First Prize in Game Jam by Wolverine Soft, University of Michigan   Nov. 2019
- Dean List of Joint Institute of SJTU-UM, Shanghai Jiao Tong University   Dec. 2016 - Feb. 2018
- Scholarship for excellent undergraduates, Shanghai Jiao Tong University   Dec. 2017 - Feb. 2018
- Wu Jong-Sun Jie Scolarship for JI excellent student   Sept. 2016 – May 2017