

YU CHEN

☎ TEL: (+86) 188-1176-5954
✉ Email: hackerdreamer34@gmail.com
🐱 Github: <https://github.com/AIBluefisher>
🏠 Homepage: <https://aibluefisher.github.io>





EDUCATION



♥ Ph.D student	National University of Singapore	Dept. Computer Science	2022.01-now
♥ M.S.	Peking University	Computer Software and Theory	2017.09-2020.06
♥ B.S.	Beihang University	Software Engineering	2013.09-2017.06

PUBLICATIONS

Conferences/Journals

Yu Chen, Gim Hee Lee. **DBARF: Deep Bundle-Adjusting Generalizable Neural Radiance Fields**, In IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2023, [ | ]

Yu Chen, Zihao Yu, Shu Song, Tianning Yu, Jianming Li, Gim Hee Lee. **AdaSfM: From Coarse Global to Fine Incremental Adaptive Structure from Motion**, In IEEE International Conference on Robotics and Automation (ICRA) 2023, [ | ]

Yu Chen, Ji Zhao, Laurent Kneip. **Hybrid Rotation Averaging: A Fast and Robust Rotation Averaging Approach**, In IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2021, [ | ]

Yu Chen, Shuhan Shen, Yisong Chen, Guoping Wang. **Graph-Based Parallel Large Scale Structure from Motion**, Pattern Recognition (PR) 2020 [ | ]

Yu Chen, Wang Yao, Lu Peng, Chen Yisong, Wang Guoping. **Large-Scale Structure from Motion with Semantic Constraints of Aerial Images**, The First Conference of Pattern Recognition and Computer Vision (PRCV) 2018, China

Seminar

Yu Chen, Yisong Chen, Guoping Wang. **Bundle Adjustment Revisited**, The 14th Joint Workshop on Machine Perception and Robotics 2018, Japan, 

Thesis

Yu Chen. Graph-Based Distributed Large-Scale Structure-from-Motion Algorithm. (Master Thesis)

WORKING EXPERIENCE

- | | | | |
|-----------------------|----------------------|-------------------|--------------------------|
| Segway-Ninebot | SLAM Engineer | SLAM Group | 2020.07 - 2021.12 |
|-----------------------|----------------------|-------------------|--------------------------|
- ▶ Designed and implemented the self-calibration algorithm of the yaw angle for sharing scooters. The algorithm can be run in real-time and has high success probability of calibration. The cloud-end scheduling efficiency is highly improved based on this algorithm.
 - ▶ Designed and implemented the tightly-coupled VIO system. Based on IMU, wheel encoders, and visual features, the designed VIO front-end can stably process corner cases such as wheel slippage, camera occlusion, pure rotation, weak-texture areas in real time.
 - ▶ Designed and implemented the tag/marker-based mapping algorithm for canteen robots, includes the robust initialization algorithm of tag pose, joint optimization of tag features points and camera poses, the multi-map merging and updating algorithms.
 - ▶ Large-scale outdoor visual mapping algorithm. The algorithm, which is based on multiple low-cost sensor fusion, highly improves the mapping robustness and efficiency.

INTERNSHIP EXPERIENCE

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|-----------------|------------------------|---|--------------------------|
| TuSimple | Research Intern | Localization and High-Definition Group | 2019.04 - 2019.07 |
|-----------------|------------------------|---|--------------------------|
- ▶ I have been taking part in the research work of global optimization approaches (currently on global rotation averaging), and I'm supervised by Dr. [Ji Zhao](#).
 - ▶ I improved global rotation averaging approach by $\times 100$ times in efficiency, without precision loss compared with state-of-the-art in large scale datasets.
 - ▶ I make the global rotation averaging optimization approach practicable in SLAM backend.
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|------------------------|---------------------------------|-------------------|--------------------------|
| Megvii (Face++) | 3D Reconstruction Intern | SLAM Group | 2018.09 - 2018.12 |
|------------------------|---------------------------------|-------------------|--------------------------|
- ▶ I implemented a mobile-based real-time 3D reconstruction framework utilizing the raw images and depth images as input.
 - ▶ I applied depth fusion-based approach for front-end reconstruction, multi-view based approach for backend texture mapping.

PROFESSIONAL SERVICES

- ▶ Conference Reviewer: NeurIPS 2023

PROFESSIONAL SKILLS

- ▶ Languages: Chinese (native), English
- ▶ Programming Languages: C++, C, Python, MATLAB, C#, JAVA, JavaScript, HTML+CSS
- ▶ Others: ROS, Docker, Linux

💎 AWARDS AND SCHOLARSHIPS

- ▶ 2022.01-now. Research Scholarship of SoC, NUS
- ▶ 2019.11. 2nd place in 3D Reconstruction Group, the 2nd China Virtual Reality and Application Innovation Challenge
- ▶ 2017.07-2020.06 Academic Scholarship, Peking University
- ▶ 2018. 2nd place in 3v3 basketball game, Peking University
- ▶ 2014. 1st place in speech contest in 2013 fall, One of Top Ten Broadcasting Hosts, Beihang University
- ▶ 2013. 1st place in speech contest, Beihang University