# MANYUAN ZHANG

#### PERSONAL DATA

ADDRESS: SHB 304

The Chinese University of Hong Kong

Hong Kong S.A.R., China

PHONE: +86 17713621744
WECHAT: thingvellir

EMAIL: zhangmanyuan@link.cuhk.edu.hk

#### WORK EXPERIENCE

since 02/2019	Researcher at SenseTime Base Model,
·	working on face recognition, large model and AIGC (SenseMirage).
08/2018-01/2019	Research Intern at Megvii (Face++),
	working on video style transfer.
05/2018-08/2018	Research Intern at Bytedance AI Lab,
	working on face recognition.

### **EDUCATION**

09/2015-06/2019	B.Sc in Network Engineering, School of Communication
	University of Electronic Science and Technology of China
	GPA: 3.90/4
08/2021-present	Ph.D candidate, Multimedia Laboratory
	The Chinese University of Hong Kong, Hong Kong

#### Honors and Awards

- Won the 1th place in CVPR21 Masked Face Recognition Challenge (WebFace260M, InsightFace Unconstrained and InsightFace glint360k track).
- Won the 1th place in CVPR20 ActivityNet Challenge (Kinetics700 track and AVA track)
- Won the 1th place in NIST FRVT held by US government (1:1 Verification and 1:N Identification)
- Won the 1th place in ICCV19 Multi-Moments in Time (MIT) Challenge
- Won the 1th place in ICCV19 Lightweight Face Recognition Challenge

#### **PUBLICATIONS**

 Decoupled DETR: Spatially Disentangling Localization and Classification for Improved End-to-End Object Detection

Manyuan Zhang, Guanglu Song, Yu Liu, Hongsheng Li

International Conference on Computer Vision (ICCV) 2023

• VideoFlow: Exploiting Temporal Cues for Multi-frame Optical Flow Estimation Xiaoyu Shi, Zhaoyang Huang, Weikang Bian, Dasong Li, Manyuan Zhang, Ka Chun Cheung, Simon See, Hongwei Qin, Jifeng Dai, Hongsheng Li

International Conference on Computer Vision (ICCV) 2023

FlowFormer++: Masked Cost Volume Autoencoding for Pretraining Optical Flow Estimation

Xiaoyu Shi, Zhaoyang Huang, Dasong Li, **Manyuan Zhang**, Ka Chun Cheung, Simon See, Hongwei Qin, Jifeng Dai, Hongsheng Li

IEEE / CVF Computer Vision and Pattern Recognition Conference (CVPR) 2023.

- Towards Robust Face Recognition with Comprehensive Search Manyuan Zhang, Guanglu Song, Yu Liu, Hongsheng Li. European Conference on Computer Vision (ECCV) 2022.
- Switchable K-class Hyperplanes for Noise-robust Representation Learning Boxiao Liu, Guanglu Song, Manyuan Zhang, Haihang You, Yu Liu International Conference on Computer Vision (ICCV) 2021.
- Discriminability Distillation in Group Representation Learning Manyuan Zhang, Guanglu Song, Hang Zhou, Yu Liu.
   European Conference on Computer Vision (ECCV) 2020.
- Towards flops-constrained face recognition Yu Liu\*, Guanglu Song\*, Manyuan Zhang\*, Jihao Liu\*, Yucong Zhou, Junjie Yan. IEEE International Conference on Computer Vision Workshop (ICCVW) 2019.
- Tensor sensing for RF tomographic imaging
  Tao Deng, Feng Qian, Xiao-Yang Liu, Manyuan Zhang, Anwar Walid.
  IEEE International Conference on Multimedia and Expo (ICME) 2018.
- Privacy-preserving sensory data recovery
   Cai Chen, Manyuan Zhang, Huanzhi Zhang, Zhenyun Huang, Yong Li.
   IEEE International Conference On Trust, Security And Privacy In Computing (TrustCom)
   2018
- Top-1 Solution of Multi-Moments in Time Challenge 2019 (top-1 solution) Manyuan Zhang, Hao Shao, Guanglu Song, Yu Liu, Junjie Yan. arXiv preprint.
- Towards Large-scale Masked Face Recognition (top-1 solution)

  Manyuan Zhang, Bingqi Ma, Guanglu Song, Yunxiao Wang, Hongsheng Li, Yu Liu. arXiv preprint.
- 1st place solution for AVA-Kinetics Crossover in AcitivityNet Challenge 2020 (top-1 solution)
  Siyu Chen, Junting Pan, Guanglu Song, Manyuan Zhang, Hao Shao, Ziyi Lin, Jing Shao, Hongsheng Li, Yu Liu.
  arXiv preprint.

## **SELECTED PROJECTS**

- X-Xemporal https://github.com/Sense-X/X-Temporal Easily implement SOTA video understanding methods with PyTorch on multiple machines and GPUs.
- **DI-drive** https://github.com/opendilab/DI-drive Decision Intelligence Platform for Autonomous Driving simulation.
- DI-star https://github.com/opendilab/DI-star A large-scale game AI distributed training platform specially developed for the StarCraft II.

#### COMPUTER SKILLS

PROGRAMMING LANGUAGES Python, Java, C/C++
DEEP LEARNING FRAMEWORKS: Pytorch, MxNet
SOFTWARE Linux, Vim, Latex