

# Fanpeng Meng (Frank)

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GitHub: github.com/mfp0610

## EDUCATION

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### **Huazhong University of Science & Technology (HUST)**

B.S. in Automation, GPA: 3.62/4.00

Wuhan, China

Fall 2019 - Fall 2023

### **University of Cambridge**

Summer Research Program, Grade: A+

Project: Human-tracking Robot in Crowded Situation.

Supervisor: Prof. Pietro Lio.

Cambridge, England

Summer 2021

## EXPERIENCE

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### ACADEMIC EXPERIENCE

#### **Huazhong University of Science & Technology (HUST)**

UG Research Assistant / EIC-SINC Lab

Subject: Weakly Supervised Learning for Network Mode Classification and Prediction.

Supervisor: Prof. Yang Cao

Wuhan, China

Sep 2021 - Current

### PROFESSIONAL EXPERIENCE

#### **Suzhou Zhito Technology**

Algorithm Engineer Intern / AI Lab

Algorithm engineer intern for SLAM based on vision.

Shanghai, China

Jul 2021 - Sep 2021

- Participating in the improvement of SLAM framework, introducing GCN in the generation of keypoints and descriptors, improved the process of feature matching.
- Constructing the 3D semantic map with PCL, introducing PSPNet for semantic segmentation combining with the depth image from RGB-D camera.

#### **Changchun Yidong Clutch CO.,LTD**

Software Engineer Intern / Suzhou R&D Center

Software engineer intern for embedded system, control system and algorithm.

Suzhou, China

Jan 2021 - Mar 2021

- Designing part of the automatic clutch software architecture, applying the Rapid Application Develop (RAD).
- Participating in the development of automatic clutch, using Simulink to design CPD module (calculate clutch status, and the position and action information of the clutch pedal), using INCA to complete the module test and vehicle calibration.

## PROJECTS

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### Human-tracking Robot in Crowded Situation

Jul 2021 - Sep 2021

The project is aimed at designing a human-tracking robot in crowded situation.

- Introducing *SiamPRN* for single object tracking in image sequence, introducing *PID* for distance control.
- Proposing solution for the target losing problem. Generating feature vector and find the target back by calculating the similarity of vectors, improving the robustness of the system.

### Ants Rescue

Nov 2021

A game project. Rescue an ant without walking into any obstacles. **Complete the project independently.** Powered by *C++* based on *QT*.

- Developing the map generation algorithm, using *Floyd's Tortoise and Hare* to judge the dead-end situation;
- Developing *BFS* to find the nearest food blocks and obstacles;
- Project link: <https://github.com/mfp0610/Ants-Rescue>

### Domestic Robot Simulation System

Jul 2020 - Oct 2020

A simulation system for a domestic robot with varieties of functions. Powered by *Borland C++*, on *DOS*.

- Designing the functions and architecture of the project, and developing half of the functions
- Developing the path planning algorithms using *Astar*, and an express chatting robot by key word matching.
- Project link: <https://github.com/mfp0610/robot-simulation>

### A Tightly Coupled SLAM System Based on VIO

Jan 2020 - Mar 2020

The project is aimed at designing a MonoSLAM solution fusion with IMU, solving the scale uncertainties, while improving the accuracy, robustness and speed of the system.

- Responsible for the development of SLAM algorithm, applying VINS-MONO by HKUST as the solution.
- Responsible for the design of the path planning algorithm, using HybridAstar algorithm and constructing octree to realize path planning 3D, and achieving it successfully in our target vehicle.

## SCHOLARSHIPS AND AWARDS

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|---|------------|
| • HUST Outstanding League Member  | 2021, 2020 |
| • HUST Technical Innovation Scholarship                                   | 2020       |
| • “Weipai” Seed Cup Innovative Software Algorithm <b>Rank2(2/174)</b>     | 2020       |
| • HUST Renesas Cup Smart Car Competition <b>Rank4(4/82)</b>               | 2020       |
| • National Olympiad in Informatics in Provinces (NOIP) <b>First Prize</b> | 2018       |

## SKILLS

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- **Programming:** Python, C/C++;
- **Tools:** Linux, Pytorch, OpenCV;
- **Skills:** SLAM, Computer vision, Deep learning, Algorithms.

## LANGUAGES

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- **Chinese:** Mother Tongue
- **English:** TOFLE (83), CET-4

## EXTRACURRICULAR ACTIVITIES

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### Pivot Studio

Nov 2020 - Current

Pivot Studio is an enthusiastic campus Internet team, focusing on developing creative campus applications.

- As one of the **co-founders**, I organized the early preparations. Currently serving as the **caption**.
- Team Link: Project link: <https://www.linkedin.com/company/pivotstudio-cn/>