

# Fanpeng Meng ( 孟繁鹏 )

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## EDUCATION

### Huazhong University of Science and Technology.

Sep 2019 - Jun 2023

Automation Bachelor School of Artificial Intelligence and Automation.

Wuhan

GPA: 3.70/4.00

Honor: School Outstanding League Member (2021, 2020), Self-improvement Scholarship & Technical Innovation Scholarship (2020)

## RESEARCH EXPERIENCE

### Non-line-of-sight (NLOS) Computer Vision

Sep 2020 - Present

Research intern, HUST Ken.X.Wang's Lab

Wuhan

This subject aims at realizing non-line-of-sight (NLOS) computer vision, and classify the MNIST handwritten digits database.

- Responsible for the design of classification algorithm using on the speckle getting from the original dataset, attempt different loss function and compare their performance.
- Analyze the features of the speckle and explore the relationship between the speckle and the original data.

## PROFESSIONAL EXPERIENCE

### Changchun Yidong Clutch CO.,LID Suzhou R&D Center

Jan 2021 - Mar 2021

Software engineer, Software Development Department

Suzhou

- Learn the development process of the control system of automatic clutch, and the V-model development process.
- Learn Simulink modeling and code generation, CCU (clutch control unit) downloading, and the calibration software INCA.
- Participate in the development of automatic clutch project, use Simulink to design CPD module (calculate clutch status, and the position and action information of the clutch pedal), use INCA to complete the CPD module test and vehicle calibration.

## PROJECT EXPERIENCE

### Game Project - Ants Rescue

Sep 2021 - Nov 2021

Full stack engineer

Wuhan

A game project. Rescue a ant without walking into any obstacles. **Complete the project independently.**

- Project was developed by C++ based on the QT framework.
- Design the map generation algorithms, use the Floyd's Tortoise and Hare algorithms to eliminate the dead-end maps, and use the BFS algorithm to find the nearest food blocks and obstacles.

Project link: <https://github.com/mfp0610/Ants-Rescue>

### A Tightly Coupled SLAM System Based on VIO

Jan 2020 - Jul 2020

Machine vision algorithm engineer

Wuhan

This project aimed to develop a complete set of multi view 3D reconstruction system, so as to realize the function of 3D surface model reconstruction based on machine vision OpenCV library.

- Responsible for the call of the SLAM vision algorithm and successfully implemented the VINS-MONO algorithm released by the HKUST on the target vehicle.
- Responsible for the design of the path planning algorithm, use HybridAstar algorithm and successfully implement in C++.

## HONORS & AWARDS

"Weipai" Seed Cup Innovative Software Algorithm Contest - Rank2 (2/174)

2020.11

HUST Renesas Cup Smart Car Competition - Rank4 (4/82)

2019.11

National Olympiad in Informatics in Provinces - the First Prize

2018.11

## CLUB & ORGANIZATION

### PivotStudio Student Team

Nov 2020 - Present

Operation Team Leader, Co-founder

Wuhan.

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

- As one of the co-founders, I participated and led the early some of early preparations. Currently serve as the leader of the operation team, mainly responsible for the construction of team system and the products operation.

### AIAHUB student forum

Apr 2020 - Present

General Manager, Founder

Wuhan

AIAHUB is a folk platform for the exchanging and sharing of resources in the School of Automation of Huazhong University of Science and Technology. It contains information on various aspects.

- I created this forum and have been operating this platform. At present, about 250 people have joined the forum.

## SKILLS LIST

- Language: Python, C/C++.
- Tools: Linux, OpenCV, QT, Simulink.
- Skills: Computer vision, Deep learning, Algorithms and data structures.

## CERTIFICATIONS & OTHERS

- **Languages:** English (CET-4), Mandarin (mother tongue)
- **Interests:** Football, Chinese Painting (Level 9 of Flower and Bird Major), Guitar