

Mingdian Liu

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Education

Iowa State University

Ph.D. in Electrical Engineering

Iowa, USA

Sept 2017 - Dec. 2023

Iowa State University

Master in Computer Science

Iowa, USA

Aug. 2020 - May 2022

Shandong University

Bachelor of Science in Physics

Jinan, China

Sept 2012 - June 2016

Skills

Research Skills

Conditional GAN, Multimodal Learning, Human Pose Estimation, Hand Gesture Recognition, NeRF, Gaze Tracking

Deep Learning

GPT, VQ-VAE, ResNet, RNN/LSTM, GAN, Transformer

Programming Language

Python, Java, C/C++, R, Matlab

Platform and Tools

Pytorch, TensorFlow/Keras, AWS, CUDA, Linux

Work Experience

Text-guided music to dance generation [\[demo\]](#)

Sunnyvale, California

Applied Scientist Intern, Amazon Alexa AI

May 2022 - Aug 2022

- Utilized Transformer as backbone to design a Multimodal Learning baseline for music-to-dance generation. Extracted music features by Librosa. Presented dance motions by 6-dim rotation matrix in *SMPL*. Employed a dataset of 1.2 million frames for training model.
- Proposed a novel model based on VQ-VAE model (generate dance embedding), MotionCLIP (align dance embedding space to text embedding space), and GPT model (predict the future dance) to make dance motion editable by text guidance.
- The experiments shows our model beats SOTA model in both motion quality and motion diversity. One patent and one paper are also underway.

Smart watch-based hand gesture recognition model for AR glasses [\[demo\]](#)

Palo Alto, California

Research Intern, OPPO US Research Center, XR Interaction Lab

June 2021 - Dec. 2021

- Modified MobileNetV2 as a hand gesture recognition model for AR glass using 0.4 million data of IMU and PPG sensors.
- Further improved model robustness (averaged 96% recall and 94% precision) and reduced 35% power consumption over existing methods by fusing handcrafted signal features into the model. Also submitted two patents on it.
- Composed 3-DoF hand tracking code for VR controller grip.

Research Projects

Interpretation of Physics-Based System With Unsupervised Learning

Feb. 2022 - current

- Combining VAE and WaveNet to develop an unsupervised learning model to extract interpretable hidden physical parameters of Gaussian pulse.
- Modified Transformer model to extract interpretable physical parameters from spatiotemporal systems.
- Trying to extend the model to solve the Maxwells' equation and apply it for EM wave simulation.

Indoor Activities Recognition with Radar Sensor [\[homepage\]](#) [\[demo\]](#) [\[oral\]](#) [\[code\]](#)

Oct. 2020 - Feb. 2022

- Deployed TI mmWave sensor for real-time point cloud generation of human poses.
- Integrated range-FFT and Doppler-FFT for moving people tracking and reduced averaged position error to 0.11 m.
- Utilized BiLSTM for user identification with the accuracy of 90.2% for 5 people.
- Voxelized point cloud in bounding box and extracted spatial feature by CNN. Proposed a Transformer model for human pose estimation and reached a high classification accuracy of 92.3%.
- Built up a sensor fusion system by mmWave sensor and depth camera to monitor indoor human activities.

Intelligent Antenna Design using Generative Adversarial Network [\[code\]](#)

Aug. 2020 - May 2021

- Developed a pipeline to automate model build-up and data collection on Ansys HFSS simulation software.
- Modified an InfoGAN model for generating novel antenna designs to match the requested antenna properties.
- Proposed an Active Learning framework to automatically to reduce 29% dataset while reaching the same accuracy of the old system.

Publications

“**Novel Finger Swipe-based Smart Watch User Interface Control.**” X. Li, M. Liu, Z. Yang, *et al.* *US Patent App.* (Submitted)

“**An IoT-enabled paper sensor platform for real-time analysis of isothermal nucleic acid amplification tests.**” M. Liu, Y. Zhao, *et al.* *Biosensors and Bioelectronics*

“**Paper based isothermal DNA amplification and real-time analysis.**” M. Liu, H. Monshat, *et al.* *2019 IEEE SENSORS*