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INTERESTS **Autonomous Driving, Robotics, Deep Learning and Reinforcement Learning**

EDUCATION **University of Electronic Science and Technology of China (UESTC)**, Chengdu, China  
 B.Eng., Automation **Sep. 2008 to June 2012**

EXPERIENCE **Dorabot Inc.**, Shenzhen, China

*Robotics Engineer/Researcher* **Sep. 2016 to Sep. 2017**

- Proposed a decentralized sensor-level collision avoidance policy for multi-robot systems, and optimized it with a multi-scenario multi-stage reinforcement learning framework [1].
- Deployed the policy on the real non-holonomic multi-robot systems.

*Robotics Engineer Intern* **Jan. 2016 to Mar. 2016**

- Developed a robotic system that is capable of both picking and placing general objects in warehouse scenarios [3].
- Performed a survey on multi-agent navigation (collision avoidance).

**City University of Hong Kong**, Hong Kong, China

*Research Assistant* **Mar. 2016 to Sep. 2016**

- **Supervisor:** Prof. Jia Pan
- Designed a novel end-to-end framework to generate reactive collision avoidance policy for fully distributed non-communicating multi-agent navigation [2].

**Shenzhen Institutes of Advanced Technology (SIAT), Chinese Academy of Sciences (CAS)**, Shenzhen, China

*Research Assistant, Visual Computing Research Center* **Oct. 2012 to Nov. 2015**

- **Supervisors:** Prof. Hui Huang, Prof. Kevin Xu, and Prof. Baoquan Chen
- Employed a data-driven approach to modeling contextual information covering both intra-object part relations and inter-object layouts for scene understanding [4].
- Participated in the **Amazon Picking Challenge 2015** along with other teammates from Dorabot Inc and Hong Kong University. I mainly worked on several components of the challenge: creating the robot URDF file, motion planning, grasping, and the overall framework [3].
- Developed an autonomous scene scanning system with the PR2 robot and proposed an approach for object-level scene reconstruction coupled with object-centric scene analysis [5].
- Participated in presenting an intrusive acquisition solution for scanning and modelling of plants and foliage [6].
- Participated in designing a quality-driven, Poisson-guided autonomous object scanning method and implemented the proposed system on the PR2 robot [7].

**University of Electronic Science and Technology of China**, Chengdu, China

*Undergraduate Researcher, Machine Intelligence Institute* **Sep. 2010 to June 2012**

- **Supervisor:** Prof. Hong Cheng
- Developed an approach for recognizing the everyday indoor objects and measuring their real size with an RGB-D camera.
- Built an indoor mobile robot and performed map building, autonomous navigation and people following with the robot.
- Designed several quadruped robots from scratch and implemented discrete reaching movement and rhythmic movements (four different gaits) on them by using Central Pattern Generator-based locomotion control methods.

PUBLICATIONS	[1] Pinxin Long*, Tingxiang Fan*, Xinyi Liao, Wenxi Liu, Jia Pan. <b>Towards Optimally Decentralized Multi-Robot Collision Avoidance via Deep Reinforcement Learning.</b> <i>Under review</i> , 2017.	
	[2] Pinxin Long, Wenxi Liu, Jia Pan. <b>Deep-Learned Collision Avoidance Policy for Distributed Multi-Agent Navigation.</b> <i>IEEE Robotics and Automation Letters</i> , 2(2), 2017.	
	[3] Hao Zhang, Pinxin Long, Dandan Zhou, Zhongfeng Qian, Zheng Wang, Weiwei Wan, Dinesh Manocha, Chonhyon Park, Tommy Hu, Chao Cao, Yibo Chen, Marco Chow, Jia Pan. <b>DoraPicker: An Autonomous Picking System for General Objects.</b> <i>IEEE International Conference on Automation Science and Engineering (CASE)</i> , 2016.	
	[4] Yifei Shi, Pinxin Long, Kai Xu, Hui Huang, and Yueshan Xiong. <b>Data-Driven Contextual Modeling for 3D Scene Understanding.</b> <i>Computer &amp; Graphics (C&amp;G)</i> , 55: 55-67, 2016.	
	[5] Kangxue Yin, Hui Huang, Pinxin Long, Alex Gaissinski, Minglun Gong, and Andrei Sharf. <b>Full 3D Plant Reconstruction via Intrusive Acquisition.</b> <i>Computer Graphics Forum (CGF)</i> Vol. 34(2), 2016.	
	[6] Kai Xu, Hui Huang, Yifei Shi, Hao Li, Pinxin Long, Jianong Caichen, Wei Sun, and Baoquan Chen. <b>Autoscanning for coupled scene reconstruction and proactive object analysis.</b> <i>ACM Transactions on Graphics (TOG)</i> Vol. 34(6) (Special Issue of SIGGRAPH ASIA 2015), 2015.	
	[7] Shihao Wu, Wei Sun, Pinxin Long, Hui Huang, Daniel Cohen-Or, Minglun Gong, Oliver Deussen, and Baoquan Chen. <b>Quality-driven Poisson-guided Autoscanning.</b> <i>ACM Transactions on Graphics (TOG)</i> Vol.33(6) (Special Issue of SIGGRAPH ASIA 2014), 2014.	
WORKSHOP PRESENTATIONS	[8] Pinxin Long, Xinyi Liao, Wenxi Liu, Hao Zhang and Jia Pan. <b>Deep-Learned Collision Avoidance Policy for Distributed Multi-Agent Navigation.</b> <i>NIPS Workshop on Learning, Inference and Control of Multi-Agent Systems</i> , 2016.	
	[9] Pinxin Long, Xinyi Liao, Hao Zhang, Wenxi Liu and Jia Pan. <b>Exploring Deep Networks for Reactive and Distributed Collision Avoidance Control among Multiple Robots.</b> <i>ICRA Workshop on Multi-robot Perception-Driven Control and Planning</i> , 2017.	
AWARDS & HONORS	• SIAT Innovation Program for Excellent Young Researchers	2015
	• Outstanding Bachelor Thesis (Grade: 95/100), UESTC	2012
	• As the sole representative of UESTC to participate in the 4th Chinese University Students' Creativity Forum.	2011
	• The Top 1 Project of Creative Experimental Project of National Undergraduate Students in UESTC, 1 out of 197, Team Leader	2011
	• Outstanding students in National Graduates Summer School on Intelligent Robotics	2010
	• Several Scholarships in UESTC	2009 - 2011
SKILLS	<b>Programming Languages</b>	
	Python, C/C++, L <sup>A</sup> T <sub>E</sub> X, MATLAB	
	<b>Software/Libraries</b>	
	TensorFlow, PyTorch, Keras, MXNet, OpenAI Gym, ROS, PCL, OpenCV, MoveIt!	
	<b>Robot simulators</b>	
	Stage, Gazebo, V-REP	
	<b>Robots</b> (I worked with)	
	PR2 (Willow Garage), UR5 (Universal Robots), Turtlebot, Multiple Mobile Robots, Self-made Quadruped Robots	