

RENZHI YANG

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Hunan University
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EDUCATION

Hunan University

Sep 2013 - June 2017

B.S., Candidate for Bachelor Degree of Digital Media Technology

Courses taken: Data Structure and Algorithm, Computer Structure and Composition, Operating System, Computer Network, Human-Computer Interaction, Image Processing, Computer Graphics and Design of 3D Graphics, Mobile and Embedded Software Development

Overall GPA: 3.18

RESEARCH EXPERIENCE

Color Theme Based Deep Neural Network

July 2017 - Present

Main Developer

This is a grayscale image colorization method using color theme based on deep Convolutional Neural Network(CNN). Inputting different color theme which is recommended by our algorithm of data-driven gray image color theme enhancement, can output corresponding colorful image through the CNN.

User-guided colorful image colorization

Oct 2017 - Present

Lead Developer

It is a deep learning approach for user-guided colorful image colorization. This system directly maps a colorful image, along with local user sparse input to an output colorization with a CNN learned from large-scale data. My code is continually update on [\[Code\]](#)

PROJECT EXPERIENCE

Electric Power Monitoring System in Virtual Environment

Sep 2016 - Feb 2017

Main Developer

This system is based on the Unity3D development platform. Utilizing HTC VIVE interactive function, data management and other technologies, this system enables users to real-time monitor various of electric power data in a virtual world. This system is made for State Grid Shandong Electric Power Company.

Virtual Machine Disassembly

Feb 2016 - July 2016

Main Developer

It is a software that users can do machine disassembly training in the virtual environment. Kinect and Leap Motion are used to get the user's skeletal actions and various type of gestures. This system is made for National University of Defense Technology.

An Interactive Kinect Game

Oct 2015 - Jan 2016

Main Developer

Using kinect to obtain the actions of players, and combined with FSM, steering system, messaging system and other simple AI methods, to make the users join in the game story and interact with NPCs. The Code is available at [\[Code\]](#)