Yongwen Su

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EDUCATION

Shanghai Jiao Tong University **Shanghai, China**
B. S. in Computer Science
GPA: 3.75/4.3 *Sept. 2018 - Jun. 2022 (expected)*
RANK: 30%

AWARDS

- The first prize of the 2019 National College Student Physics Competition (5%)
- 2018 - 2019 School-wide Scholarship B Award (15%)

EXPERIENCE

3D Human Pose Estimation by Unsupervised Learning **SJTU**
Computer Vision Research Intern (advisor: Prof.Junchi Yan, ThinkLab) *Mar. 2020 - Aug. 2020*

- Read the paper and reproduce the traditional human pose estimation model (VIBE, EFT), implement the algorithm and train the model.
- Research on the unsupervised learning method of human body pose estimation.
- Propose to introduce optical flow estimation to traditional pose estimation algorithms to improve accuracy. Try to implement the proposed model which incorporates optical flow information into VIBE (the traditional baseline model to estimate human pose).
- Experimental evaluations show my new model has more accurate estimation especially for sports videos like soccer and skating.

Analysis system for image recognition based on deep learning **SJTU**
Participation in Research Program (advisor: Prof.Bin Sheng) *Feb. 2020 - May. 2020*

- Lead the development of software that can be used for multi-person online annotation of pictures.
- Implement the software using Java and Html.
- Obtain a software patent license.
- Code

PROJECTS

Animation and AR application development *CS337, 2020 fall*

- Implement 3D model rendering with GoochShading and keyframe animation with Unity.
- Develop AR (augmented reality) applications with Microsoft's open source mixed reality component (MRTK).
- Implement Animation interaction design with C#.
- Code

Research on classification of SLE based on transfer learning *CS386, 2020 fall*

- Implement data argument on diabetes datasets and SLE datasets
- Train classification models for diabetic retinopathy, and transfer it to SLE classification problem based on DAN and Fine-tune to increase the accuracy of SLE classification models
- Gained 93% accuracy better than 89% accuracy without transfer learning
- Paper

Real-time multiplayer drawing board development *CS339, 2020 fall*

- Implement the front-end using Html, JavaScript and the back-end using php programming framework, Workerman.
- Implement server side service with Java multithreading.
- Code

SKILLS

- Relevant Coursework and Grade: Computer Programming in C++ (90), Data Structures and Algorithms (92), Operating System (90), Computer Network (90), Computer Graphics (94), Digital Image Process (95), Advanced Mathematics (92).
- Skills: C++, Python, Java, Deep Learning, Linux, Pytorch.
- Language: TOEFL 93/120, CET-6