

De Huo

2637 Ellendale Pl, Los Angeles, CA 90007 | (213)705-5908

dehuo@usc.edu | <https://github.com/tk42635>

EDUCATION

University of Southern California (*GPA: 3.67*)

M.S. in Computer Science

Los Angeles, CA

Aug 2019 - Dec 2021

Beihang University

B.Eng. in Engineering Mechanics

Beijing, China

Sept 2015 - Jun 2019

TECHNICAL STRENGTHS

Programming Languages: C/C++, Java, JavaScript, JSX, Python, HTML/CSS, Unix Shell, SQL.

Tools & Libraries: ROS, PyTorch, OpenCV, RTAB-MAP, ORB-SLAM, ArduPilot, PX4, Git, Docker, React, MySQL.

Others: Numerical Integration and Differentiation, Embedded System Control, Dynamics Simulation.

EXPERIENCES

Semio

Los Angeles, CA

Software Engineer Intern

May 2020 - Aug 2020

- Tracked and visualized body part motion trajectory in decaying pattern with Dynamic-Reconfiguration in ROS.
- Processed THÖR dataset to display multiple moving persons' 3D point cloud and head orientation in real time.
- Reproduced part work of *Bayesian Estimator for Partial Trajectory Alignment* to train a model for behavior recognition.

National Laboratory of Pattern Recognition, CASIA

Beijing, China

Software Engineer Intern

Mar 2019 - Jul 2019

- Implemented inference process of neural networks in C++ and improved executing efficiency by using Mobile AI Engine.
- Accelerated neural networks on mobile platforms and ARMs such as *RK3399* and *Raspberry Pi*.
- Developed fast multi-thread video stabilization algorithms based on Kalman Filter, Gaussian Filter and Visual Odometry and benchmarked algorithms with PSNR and MAE metrics.
- Contrasted multiple human face detection algorithms' performance (*Dlib*, *libfacedetection*, *Arcsoft SDK*, etc.) on ARMs.

Institute of Automation and Control, Beihang University

Beijing, China

Research Assistant

Jan 2017 - Jun 2017

- Researched on omni-directional copters to decouple the relation between multi-copters' posture and movement.
- Proposed collectively a novel flight control algorithm based on quaternion theory and 8 spatial vectors.
- Achieved highly-precise indoor localization and long-time spot hovering without floating by using Pozyx platform.

PROJECTS

Software Quality Analyzation and Visualization -- JavaScript, HTML, React, Docker

Jan 2020 - Jun 2020

- Visualized quality data along certain software development history based on different metrics through React framework.
- Designed several interactive modules for users to acquire and understand data easily. www.squaadweb.com

Dense Visual SLAM with Optical Flow --C++, SLAM, ROS

Jul 2018 - Dec 2018

- Conducted research on dense stereo SLAM in dynamic surroundings with RTAB-MAP on the basis of Visual Odometry.
- Added Optical Flow to detect moving objects in frames and ruled them out when extracting feature points and mapping.
- Performed testing on embedded mapping and navigation algorithm on a robot car with Nvidia TX2.

Temporal Segmentation of Actions in Videos --Python, PyTorch, HMM, Clustering

Jun 2018 - Sept 2018

- Researched on weakly supervised learning of video action segmentation based on Hidden Markov Model with a polymorphic neural network to infer the emission probability of HMM.
- Incorporated spectral clustering of frames' feature vectors into HMM and decoded the HMM with Viterbi algorithm to acquire optimal action label distribution in a video frame sequence.

"Feng Ru Cup" Competition of Academic and Technological Works --C++, ArduPilot

Nov 2017 - Jun 2018

- Applied Runge-Kutta 3th Order Method and quaternion theory to the calculation of 9-axis inertial parameters based on raw data from JY901 IMU and visualized UAV's motion trajectory and posture with respect to time steps.

RECOGNITION

- Champion of *Design Competition in Program of Aerospace Design United Courses (PADUC)*