

# FUQIANG ZHAO

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## EDUCATION

### ShanghaiTech University

Master student, Major in Computer Science

GPA: 3.53/4.0

2020 - Present

### China University of Petroleum

B.Sc, Major in Software Engineering

GPA: 3.68/4.0, RANK: 2/125

2016-2020

## EXPERIENCE

### R&D Intern

October 2021 - Present

- DGene Digital Technology Inc.

## AWARDS

Outstanding Graduates of China University of Petroleum

2020

First Prize of Shandong Software Design Competition

2018

National Inspirational Scholarship

2017,2018

Merit Student

2017,2018

## PUBLICATIONS

- NeuVV: Neural Volumetric Videos with Immersive Rendering and Editing.  
Jiakai Zhang, Liao Wang, Xinhang Liu, **Fuqiang Zhao**, Minzhang Li, Haizhao Dai, Boyuan Zhang, Wei Yang, Lan Xu, Jingyi Yu  
(Arxiv 2022) [[Paper](#)]
- Fourier PlenOctrees for Dynamic Radiance Field Rendering in Real-time.  
Liao Wang\*, Jiakai Zhang\*, Xinhang Liu, **Fuqiang Zhao**, Yanshun Zhang, Yingliang Zhang, Minye Wu Lan Xu, Jingyi Yu  
(CVPR 2022 Oral) [[Project](#) | [Paper](#)]
- HumanNeRF: Efficiently Generated Human Radiance Field from Sparse Inputs.  
**Fuqiang Zhao**, Wei Yang, Jiakai Zhang, Pei Lin, Yingliang Zhang, Jingyi Yu, Lan Xu  
(CVPR 2022) [[Project](#) | [Paper](#)]
- MVSNeRF: Fast Generalizable Radiance Field Reconstruction from Multi-View Stereo.  
Anpei Chen, Zexiang Xu, **Fuqiang Zhao**, Xiaoshuai Zhang, Fanbo Xiang, Jingyi Yu, Hao Su  
(ICCV 2021) International Conference on Computer Vision [[Project](#) | [Paper](#)]
- Editable Free-viewpoint Video Using a Layered Neural Representation.  
Jiakai Zhang, Xinhang Liu, Xinyi Ye, **Fuqiang Zhao**, Yanshun Zhang, Minye Wu, Yingliang Zhang, Lan Xu, Jingyi Yu  
(SIGGRAPH 2021) [[Project](#) | [Paper](#)]
- MirrorNeRF: One-shot Neural Portrait Radiance Field from Multi-mirror Catadioptric Imaging.  
Ziyu Wang, Liao Wang, **Fuqiang Zhao**, Minye Wu, Lan Xu, Jingyi Yu  
(ICCP 2021) International Conference on Computational Photography [[Paper](#)]

## PROJECTS

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### **3D Human Reconstruction using a Dome System**

June 2021 - Present

Using more than 80 cameras to construct a dome system for multi-view stereo reconstruction. My work focuses on 3D human modeling and rendering.

### **AIR: AI Reconstruction**

October 2020 - May 2021

R&D Project. AIR represents reconstruction and rendering with AI, a 3D reconstruction platform based on neural network algorithm. Responsible for implementing open source algorithms - Neural Radiance Field, and developing GPU cluster scheduler. Design the API for interaction between the front end and the scheduler.

## TECHNICAL SKILLS

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### **Programming Languages**

Python (Pytorch,), C++, Cuda

### **Softwares & Tools**

Visual Studio, Pycharm, Jupyter Notebook, Android Studio  
Meshlab, Blender

### **Others**

Adobe Photoshop, Premiere  
Latex, Markdown

## REFERENCES

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**Prof. Jingyi Yu** Supervisor, IEEE Fellow ShanghaiTech University yujingyi@@shanghaitech.edu.cn