FUQIANG ZHAO

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EDUCATION

ShanghaiTech University *2020 - Present*
Master student, Major in Computer Science
GPA: 3.53/4.0

China University of Petroleum *2016-2020*
B.Sc, Major in Software Engineering
GPA: 3.68/4.0, RANK: 2/125

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

- 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) [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

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

Programming Languages	Python (Pytorch, Tensorflow), C, C++, Java
Softwares & Tools	Visual Studio, Pycharm, Jupyter Notebook, Android Studio
	Meshlab, Blender
	Adobe Photoshop, Premiere
Others	Latex, Markdown

REFERENCES

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