

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
(Arxiv 2022) [[Project](#) | [Paper](#)]
- HumanNeRF: Generalizable Neural 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 2020) 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
Others	Adobe Photoshop, Premiere Latex, Markdown

REFERENCES

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