

YUWEI (VICTORIA) QIU

Tsinghua University, P.R. China

Homepage: <https://victoriaqiu.github.io/>

Email: qyw14@mails.tsinghua.edu.cn | vic_thustudy@126.com

EDUCATION

Tsinghua University

Department of Electronic Engineering

- Senior undergraduate, GPA: 88/100

Beijing, China

Aug. 2014 – Jun. 2018 (Expected)

University of Pennsylvania

GRASP Laboratory, Department of Computer and Information Science

- Undergraduate Visiting Research Assistant in *Prof. Jianbo Shi*'s Group

Philadelphia, PA

Summer 2017

SKILLS

Computer Skills

- Proficient (>2years) C/C++, Matlab
- Familiar (~1year) Python, C#, Latex, Git, Verilog, MIPS Assembly Language, HTML, UNIX
- Deep Learning Tools Caffe, Tensorflow, Pytorch

English Proficiency

- TOEFL 108 = **26(Speaking)** + 28(Reading) + 27(Writing) + 27(Listening)
- GRE 321 = **154(Verbal)** + 167(Quantitative) + 3.5(Writing)

Featured Courses

- Robotics: Perception(Coursera), Digital Image Processing(A+), Computer Graphics(A+), Media and Recognition(A)
- Advanced Matlab Programming(A+), C/C++ Computer Program Design(A), Data structure and Algorithm Design(A)

PUBLICATIONS

- [1] Yuwei Qiu, Huimin Ma, and Lei Gao.

"Hardness Prediction for Object Detection inspired by Human Vision"

In the 9th International Conference of Image Graphics (ICIG 2017). Accepted as **oral presentation** (~18%).

- [2] Lei Gao, Huimin Ma, Chenhao Liu, and Yuwei Qiu.

"A Human Visual Bionic Framework for Object Recognition"

To appear in *Journal of Graphics, China*.

RESEARCH EXPERIENCE

University of Pennsylvania

General Robotics, Automation, Sensing & Perception (GRASP) Laboratory

Research Assistant to *Prof. Jianbo Shi*

Philadelphia, PA

(a) On-going: Skeleton Body Pose Prediction Based On First Person Videos

07. 2017 – Present

- Three-dimensional-reconstructed context from highly jittery, blurry and narrow ego-centric frames with Multi-View Stereo.
- Tracked joints with LSTM in first-person videos, to estimate and predict skeleton body pose of camera-holder.
- Experimented with real cases (ego-centric cooking and basketball game videos), showing real-time location and skeleton body pose of camera-holder in three-dimensional context.

Tsinghua University

3D Image Simulation Laboratory

Research Assistant to *Prof. Huimin Ma* (Deputy Secretary-General of China Graphics Society)

Beijing, China

(b) Hardness Prediction for Object Detection inspired by Human Vision

08. 2016 – 2017.01

- Introduced human factor into object detection to predict the detection hardness.
- Defined novel eye tracking features and eye tracking complexity, to quantify complicated human visual process.
- Computed eye tracking complexity directly with an CNN in spite of laborious eye tracking experiments.
- Predicted object detection failures in ILSVRC with a precision of 0.94.
- Contributed to a **first-authored paper**, which has been accepted as **oral presentation** in ICIG 2017.

(c) On-going: Characterizing Psychological Problems via Interactive Devices

03. 2017 – Present

- Recognized patterns of mental diseases, in behavioral and biometric data from interactive devices.
- Now analyzed data collected from psychology experiments and diseases institutes, experimented ML methods.
- To improve or testify diagnosis of mental sickness with data support.

Tsinghua University

Beijing, China

Intellectual Graphs and Texts Processing Laboratory

Research Assistant to **Prof. Shengjin Wang**

(d) End-to-End Printed Chinese Text Recognition Based on CNN

12. 2016 – 2017.06

- Designed an end-to-end framework for Chinese printed text recognition.
- Constructed THU Chinese printed character database (THU Chinese Database), containing 3500+ categories of Chinese characters for both offline training and validation.
- Trained a multi-pathway convolutional neural network, achieved a prevision of 86.8% on THU Chinese Database.
- Proposed solution was **purchased by China Mobile**.

Stanford University

Palo Alto, CA

Department of Electrical Engineering

Participants in a remote project of **Prof. Tsachy Weissman**

(e) Magnetic Resonance Imaging (MRI) Registration

10. 2016 – 2016.12

- Improved MRI registration results via connecting the problem to information theory and statistical signal processing.
- Experimented with Maximum Likelihood Estimation approach, a mutual information based registration method.
- Applied a bias-corrected version of MLE estimator in smooth regime, reducing the Mean Square Error to 1% of traditional MLE approach.
- Complete a technique report and demo. Ranked **4th out of 146** participants.

PROJECT EXPERIENCE

Facial Expression Recognition

Spring 2017

Course project in "Media and Recognition"

- Classified static images into eight categories of emotion, including anger, happiness, surprise and fear etc.
- Extracted multiple features including SIFT, HOG, LBP and LPQ, and adopted SVM as classifier.
- Used VGG-16, multistage fine-tuning on various datasets including VGG-Face dataset, FER2013 public Test, FER2013 private Test and CK+.
- Selected to give a presentation and ranked the **1st out of 10** teams.

3-D vector text construction and texture mapping

Spring 2016

Course project in "Computer Graphics"

- Three-dimensional-constructed Chinese characters, texture mapping with natural scene images.
- Used high-dimensional Bézier curves and B-splines to contour the characters.
- Projected static images onto surfaces of three-dimensional characters using Homography.
- Ranked the **1st out of 40** students.

Image Searching

Summer 2015

Supervised by **Prof. Yongdong Zhang** (Chinese Academy of Science, Institute of Computing Technology)

- Searched with features extracted from input static images for the most similarities.
- Used traditional searching technique local-sensitive hashing.
- Tested the demo on a testset based on **PASCAL VOC** and attained an accuracy of 90%.

AWARDS AND HONORS

- Hong Qian Comprehensive Scholarship 2017
- Tsinghua Annual Undergraduate Scholarship (for Outstanding Academic, Art and Social Performances) 2017
- **Three times** in 2015,2016,2017
- Outstanding Research Assistant (**Stanford EE**, remote project) 2015
- Outstanding Team Captain Award (Global Leadership Competition)
- **First Prize** for Business Design and Corporation Operation (Global Leadership Competition)
- **Intel, Silicon Valley**, 2015

EXTRACURRICULAR ACTIVITIES

Development for Live Broadcasting of 2017 Anniversary Celebration

Team Leader

- Built up a website for live broadcasting with millions of audiences, which none of previous staff have ever achieved.
- Successfully live broadcasting for **5 hours with over 5000 clicks**.

EE Student Union @Tsinghua, EE

Chairman in charge of External Communication

- Within one year, raised nearly USD 20,000 for financial sponsorship.