

Education

- Fudan University Computer Science GPA: 3.75/4.0 Department: 7/161
 - UC Irvine (Fall quarter 2019) Computer Engineering GPA: 4.0/4.0
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Publication

- [Submitted to AAAI 2021] TDRNet: A Robust Blind Face Inpainting Method.
Junke Wang, Shaoxiang Chen, Yugang Jiang.
 - [ACM MM 2020] Depth Guided Adaptive Meta-Fusion Network for Few-shot Video Recognition.
Yuqian Fu, Li Zhang, Junke Wang, Yanwei Fu, Yugang Jiang.
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Working Experience

- [Tencent] Intern at Shadow Lab in Tencent, guided by Dr.Yu Gang.

Participate in the development of a face attribute editing application.

Research Experience

- Blind Face Inpainting (07.2020–09.2020)

Propose a robust blind face inpainting method to detect the abnormal regions on face images and restore the contents .

- Few-shot Video Recognition (12.2019–05.2020)

Introduce depth modality into few-shot video classification and design a temporal asynchronization mechanism.

- Pedestrian Trajectory Prediction with High-order GCN (07.2019–08.2019)

Use GCN to depict the relationship between pedestrians and the roughly predicted trajectory to calculate attention.

Awards

- First-Class Scholarship
 - Uniqlo Scholarship
 - Excellent Undergraduate Student Scholarship
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Skills

- Language: TOFEL 97 pts / CET-6 565 pts
- Coding: Python > C++ > Matlab > R > Mysql > C