



Yida

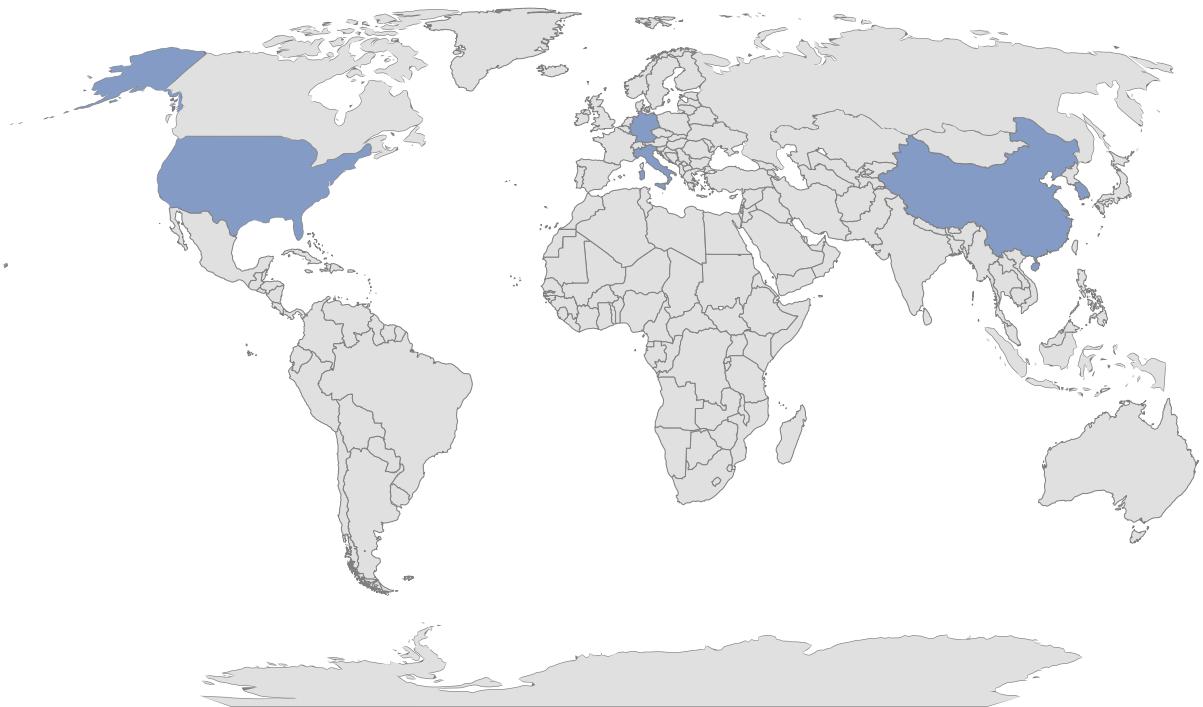
WANG



Introduction

1. Academic Experience
2. Computer Science
3. Research Engineering
4. Teaching and Mentoring
5. Technical Collaborators

Countries in which I have been working



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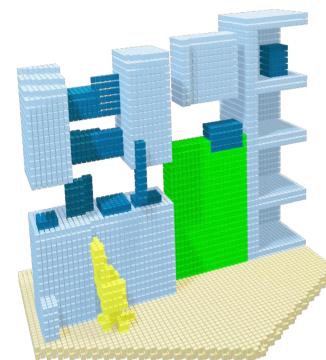
1. Academic experience



2. Computer Science – selected works from conferences

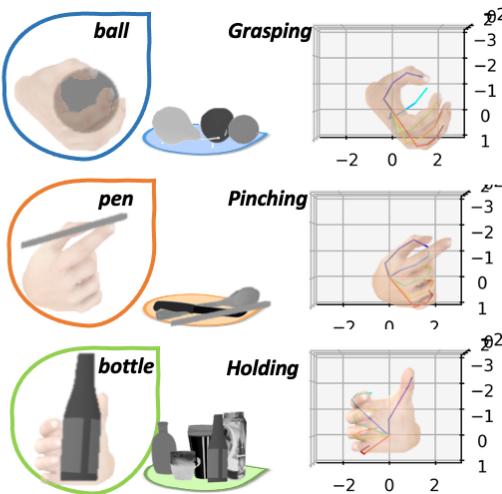
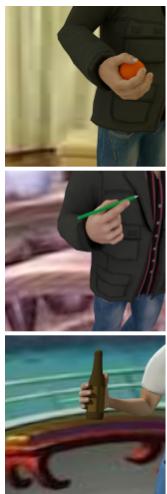
[1]. ICCV

- Seoul, S Korea
- 3D CV



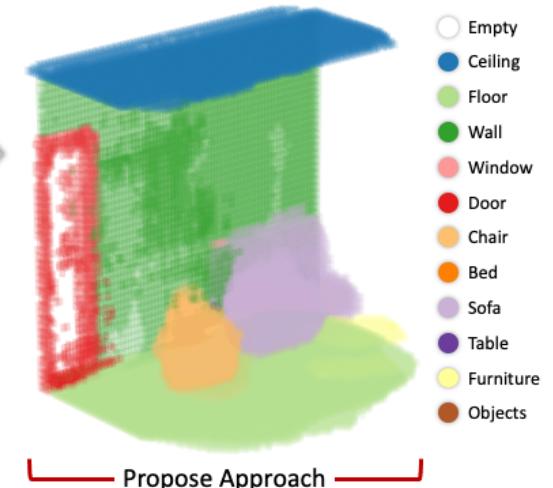
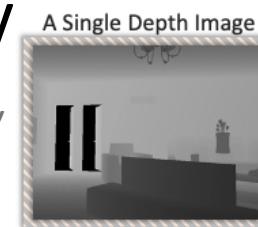
[3]. IROS

- Macau, China
- Robotics



[2]. ECCV

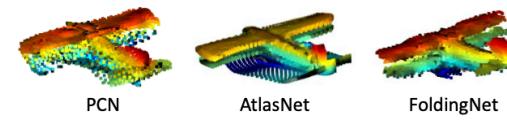
- Verona, Italy
- 3D CV



Empty
Ceiling
Floor
Wall
Window
Door
Chair
Bed
Sofa
Table
Furniture
Objects

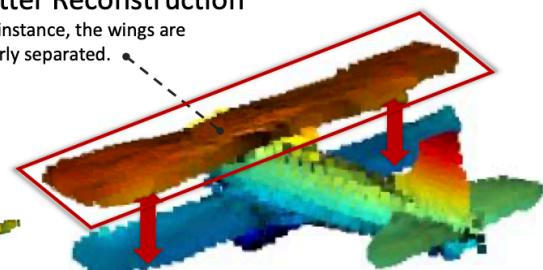
[4]. 3DV

- Glasgow, Scotland
- 3D CV



Better Reconstruction

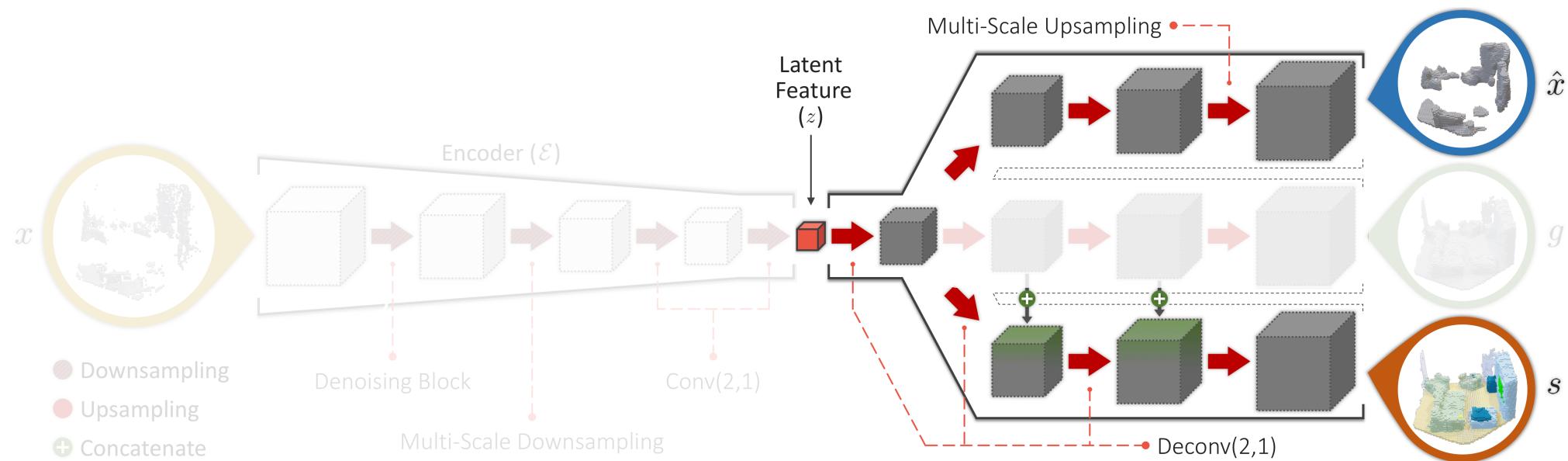
For instance, the wings are clearly separated.



SoftPoolNet
(Proposed Method)

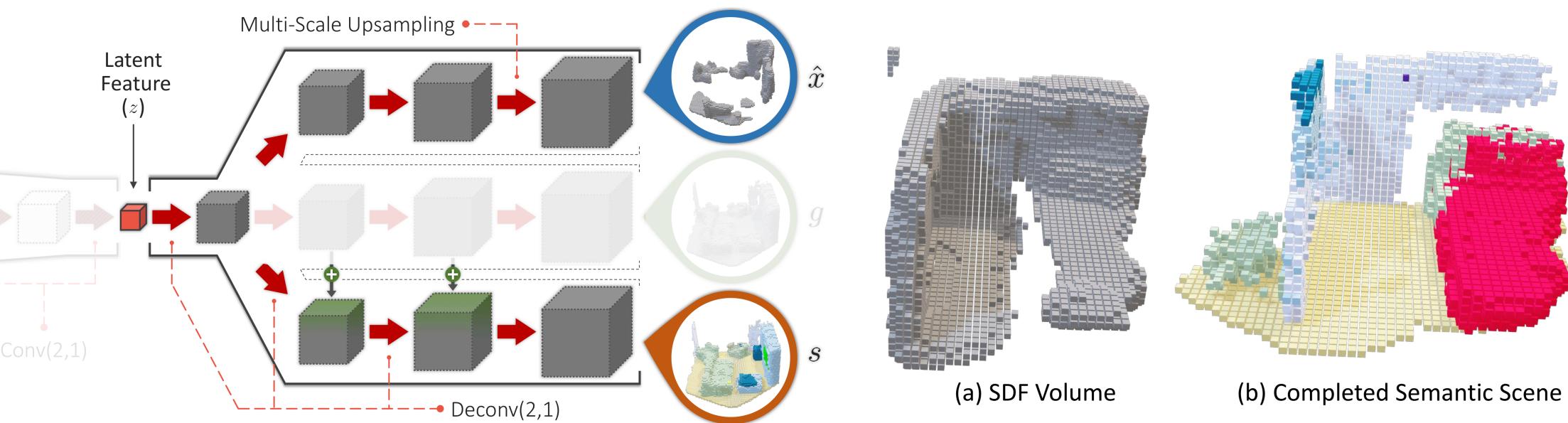
2. Computer Science – selected works from conferences

[1] ForkNet: Multi-branch Volumetric Semantic Completion from a Single Depth Image



2. Computer Science – selected works from conferences

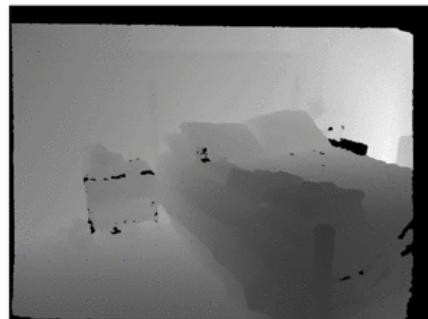
[1] ForkNet: Multi-branch Volumetric Semantic Completion from a Single Depth Image



2. Computer Science – *selected works from conferences*

[1] ForkNet: Multi-branch Volumetric Semantic Completion from a Single Depth Image

Indoor Scene Semantic Completion



Input: Single depth image

ForkNet



Ground truth

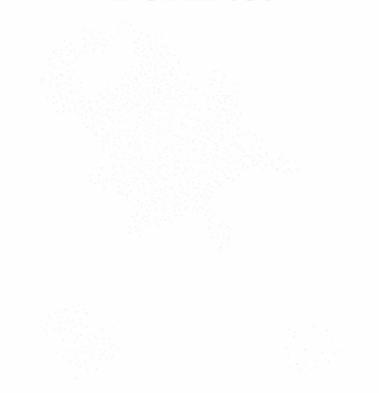
SSCNet

Object Completion



Input: Partial scan

ForkNet

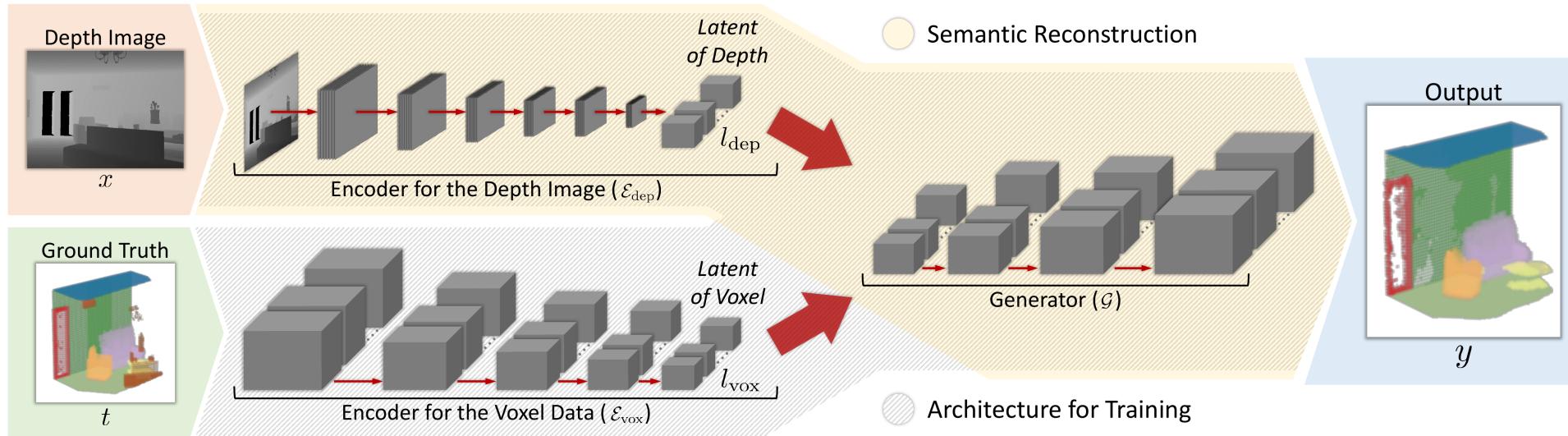


Ground truth

3D-RecGAN

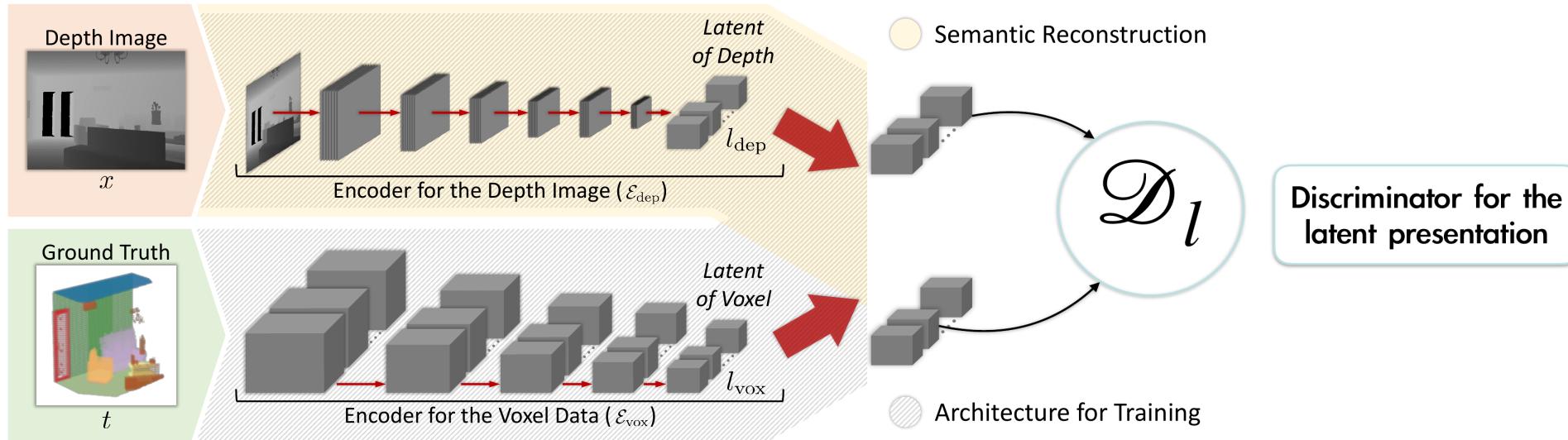
2. Computer Science – selected works from conferences

[2] Adversarial Semantic Scene Completion from a Single Depth Image



2. Computer Science – selected works from conferences

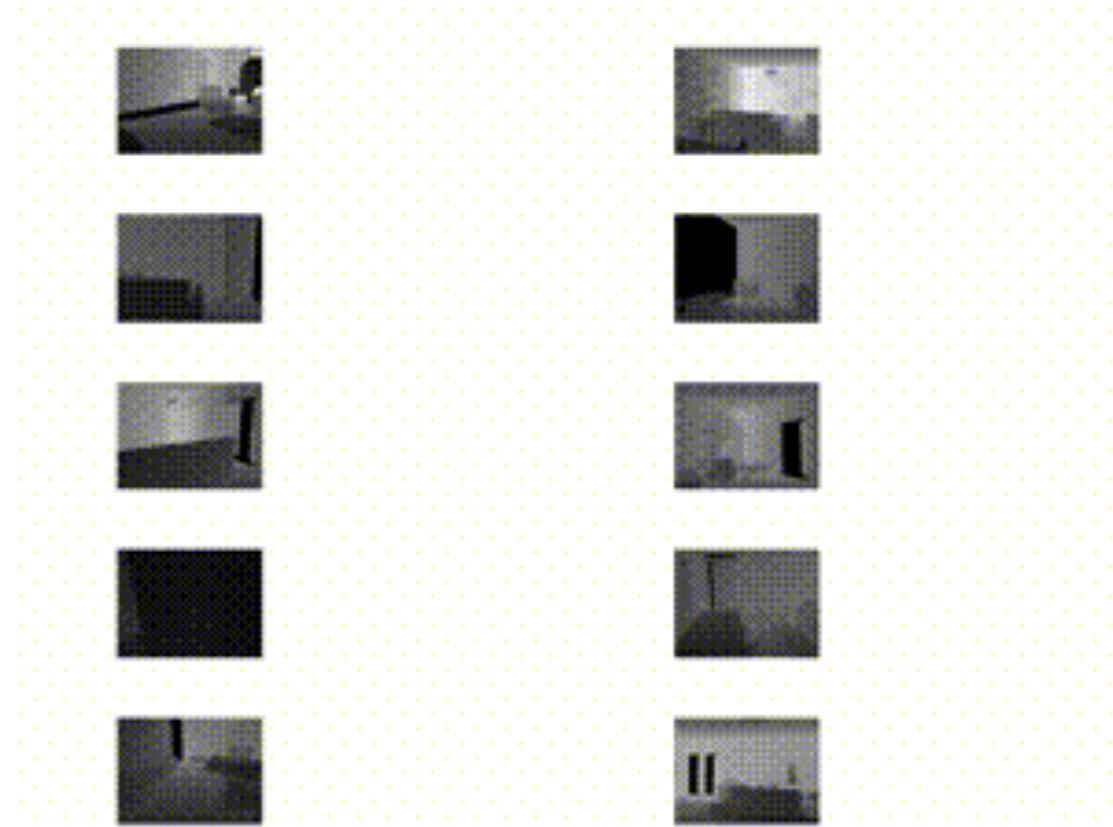
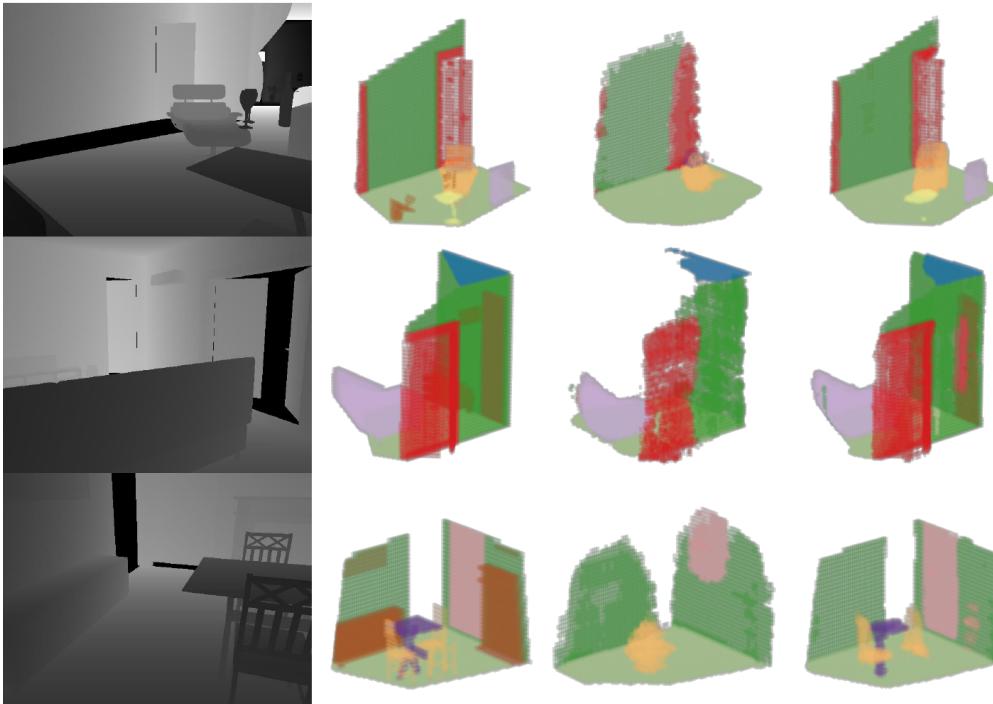
[2] Adversarial Semantic Scene Completion from a Single Depth Image



2. Computer Science – *selected works from conferences*

[2] Adversarial Semantic Scene Completion from a Single Depth Image

Depth Image Ground Truth 3D VAE [3] Ours



3. Research Engineering – *selected works from companies*

- **Google Summer of Codes**
 - Serving as project developer in 2015 and 2016
 - Serving as project mentor in 2019
- **Microsoft Open Source Challenge**
 - Global 2nd prize in (5 winners in total)
 - Invited talk in Microsoft Faculty Summit 2016
- **Scilab Simulator Design Contest**
 - Global 1st prize in 2013
 - AIS system simulation
- **FACEBOOK Research Intern**
 - Research intern in Facebook Reality Lab for eye 3D reconstruction

4. Teaching and Mentering

- Tutor for courses:
 1. Computer Vision and Deep Learning for Autonomous Driving
 2. Perception and Learning in Robotics and Augmented Reality
 3. Deep Adversarial Training
- Supervisor for master thesis:
 1. Variational Object-aware 3D Hand Pose from a Single RGB Image – [Yafei Gao](#)
 2. 3D Surface Registration Using Shape Completion – [Mahsa Baghaei Heravi](#)
 3. 3D Instances from a single RGB Image – [Peter Mortimer](#)
- Invited Talks:
 - Deploying deep learning models with Microsoft CNTK on MacBook
at  Microsoft
 - Oral presentation for SoftPoolNet
on 

5. Technical Collaborators



Federico Tombari
from TUM



Yafei Gao
from TUM



Nassir Navab
from TUM



Pietro Falco
from ABB



David Joseph Tan
from Google Research



Yiru Shen
from Facebook Research