Wei Cheng

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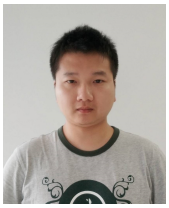
http://wchengad.github.io/



Education

2015 – 2018 **M.Phil** Electronic and Computer in **Hong Kong University of Science and Technology**
Thesis title: *Human Reconstruction and Motion Capture using a Single Flying Camera*

2010 – 2014 **B.Eng.** Optoelectronics in **Huazhong University of Science and Technology**.

Employment

2019 – · · · · **Research Engineer.** SenseTime & Shanghai AI Lab, China.

2018 – 2018 **Visting Student.** National Institute of Informatics, Japan

2014 – 2015 **Software Engineer.** DJI, China.

Publications

* denotes joint-first author or equal-contribution

1. **W. Cheng**, R. Chen*, W. Yin*, S. Fan*, K. Chen*, *et al.*, "Dna-rendering: A diverse neural actor repository for high-fidelity human-centric rendering," in *ICCV*, 2023.
   Project Page: http://dna-rendering.github.io/.
2. D. Pan, L. Zhuo*, J. Piao*, H. Luo*, **W. Cheng***, *et al.*, "Renderme-360: A large digital asset library and benchmarks towards high-fidelity head avatars," in *NeurIPS Dataset and Benchmark Track*, 2023.
   Project Page: https://renderme-360.github.io/.
3. Z. Yu, **W. Cheng**, X. Liu, W. Wu, and K.-Y. Lin, "Monohuman: Animatable human neural field from monocular video," in *CVPR*, 2023.
   Project Page: https://yzmblog.github.io/projects/MonoHuman/.
4. **W. Cheng**, S. Xu, J. Piao, C. Qian, W. Wu, *et al.*, "Generalizable neural performer: Learning robust radiance fields for human novel view synthesis," in *arXiv preprint*, 2022.
   Project Page: https://generalizable-neural-performer.github.io/.
5. L. Xu, **W. Cheng**, K. Guo, L. Han, Y. Liu, *et al.*, "Flyfusion: Realtime dynamic scene reconstruction using a flying depth camera," *TVCG*, 2019.
6. **W. Cheng***, L. Xu*, L. Han, Y. Guo, and L. Fang, "Ihuman3d: Intelligent human body 3d reconstruction using a single flying camera," in *ACMMM*, 2018.
7. L. Xu, Y. Liu, **W. Cheng**, K. Guo, G. Zhou, *et al.*, "Flycap: Markerless motion capture using multiple autonomous flying cameras," *TVCG*, 2017.

Skills

Coding Python, C++, Cuda-C

Tools PyTorch, Matlab, OpenGL, Tensorflow, ROS