Wenqi Wang

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I am an undergraduate student in Tsinghua University, majoring in computer science and technology. I will complete my bachelor's degree in 2024. Currently, I am actively looking for the opportunity of research-based master or PhD.

Education

Tsinghua University — **Beijing, China**
B.E. Computer Science and Technology — *September 2020 – June 2024*

- Major GPA: **3.80/4.00**

Research Experience

GrUVi Lab, Simon Fraser University — **Vancouver, Canada**
Advisor: Hao (Richard) Zhang — *2023 – present*

- **Slicer project:** Conduct single view reconstruction by predicting sliced images of the object from a condition image. In general, sliced images refer to pictures rendered from the same view after an object has been cut along certain axes, which have more hidden geometric information.
- **Sketch-Extrude:** Use boolean operation to decompose the shape into several sketch-extrude primitives represented by 2D profiles and extrusion parameters in order to get a more structured and easy-to-edit geometry from the object.

Graphics and Geometric Computing Group, Tsinghua University — **Beijing, China**
Advisor: Kun Xu — *2023 – present*

- Learning basic rendering and denoising algorithms.

Megvii Research — **Beijing, China**
Research Intern at Vision Model Group, Foundation Model Department — *2022 – 2023*

- Research on the variational auto-encoders and diffusion models for image generation.
- Contribute to the open source project and community.

Institute of AI Industry Research, Tsinghua University — **Beijing, China**
Research Intern at Federated Learning Group — *2021 – 2022*

- Implemented the prototype learning in Federated Learning frame.
- Use few-shot learning to label the distributed data in edge devices.

Projects

Fundamentals of Computer Graphics (A) — **Spring, 2022**
A competition for conditional image generation based on Jittor. — *Project Repo*

Software Engineering (A) — **Spring, 2022**
A taxi applet base on Wechat Platform. — *Project Repo*

Voxel Art in Taichi Language — **Fall, 2022**
A little ray-traced Taichi rendered voxel-art in 180 lines. — *Project Repo*

Computer Organization — **Fall, 2022**
Design a CPU in Verilog and run the little game flappybird. — *Project Repo*

Principles and Practice of Compiler Construction — **Fall, 2022**
Enhanced a decaf language compiler implemented in Python. — *Project Repo*

- **AI Gaming Platform**
  Website where students can submit their agents to fight. *Website*

Skills

- **Programming Languages:** C, C++, Python, Javascript, Java, C#, MySQL, Verilog, Unity
- **Sports:** Swimming, Billiard, Soccer
- **Talents:** Photography, Harmonica