

Experience:

- 2012.4 - **2015.3** M.S. in State Key Lab of CAD&CG, Zhejiang University, China
- 2009.6 - 2010.1 Game developer in Virtuos Games, China
- 2005.9 - 2009.6 B.S. in Software Engineering, Tongji University, China

Skills:

- Proficient in **C/C++**, Qt, also capable with C++11, Python.
- Experienced with algorithm design/implementation based on research papers.
- Familiar with **Computer Vision** and **Image Processing**, understand Machine Learning and Convex Optimization.
- Good team player, with leadership experience (6-students team) in Autodesk Sumer Camp. (Our team won Innovation & Technology Award.)
- Languages: English(working proficiency) and Mandarin(native).

Projects:

- Multi-viewpoint Panorama
Research for surveillance systems. Our method break down the limits of traditional panoramas, achieved state of the art performance on wide-baseline data sets. Mainly implemented with C++, and will be submitted to **TIP(Top Journal in Image Processing)**. I designed, implemented the algorithm, developed related tools(feature editing and seamless composition, etc.), drafted the paper and helped my partner on existed methods for comparison.
- Image/Video Completion
A video completion algorithm based on my improvement for image completion, to fill large missing areas in a video clip. I designed a hierarchical approach to significantly improve the performance of Poisson Fusion. Implemented in C++, used in a stereo conversion system and a 3d photograph system for object removal. I designed, implemented the algorithm, drafted the **patent** documents and contact with the cooperating company.
- C++11 Template Utility: <https://github.com/while2/his>
A lightweight C++ template library, providing 2d image abstraction and functional style iteration interfaces. Used in the mentioned projects.