JIANTENG CHEN

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Education

Beijing Institute of Technology   Beijing
Bachelor of Cyberspace Security in School of Cyberspace Science and Technology 3.1 GPA   *September 2021 - Present*
- **Selected Coursework:** Operating System, Data Structure, Wireless Network Security, Artificial Intelligence

Experience

Institute for AI Industry Research (AIR), Tsinghua University   Beijing
Research Intern   *April 2023 - Present*
- Neural 3D Representation, 3D Computer Vision
- Co-advised by Hao Zhao and Guyue Zhou

Publications

[1] Z. Wu, T. Liu, L. Luo, Z. Zhong, et al., "MARS: An Instance-aware, Modular and Realistic Simulator for Autonomous Driving," in CAAI International Conference on Artificial Intelligence (CICAI), Best Paper Runner-up Award, Jul. 2023. arXiv: 2307.15058 [cs].

Personal Projects

MARS: An Instance-aware, Modular and Realistic Simulator for Autonomous Driving   Jul 2023
- Proposed a state-of-the-art solution for reconstructing complex dynamic outdoor driving scenes using compositional neural radiance fields.
- Responsible for feature implementation, code debugging, code release, and repository maintenance.
- Published a conference paper in CICAI 2023, delivered an oral presentation, and got the Best Paper Runner-up Award.

Mininal Version of Tiktok   Jan 2023
- Based of Gin and Gorm, using MySQL to realize the database.
- Using OSS for video storage and cover extraction.
- Realized the basic API and interactive API(such as video streaming API, login API, comment API, etc).

Redis Database Implemented in Go   Aug 2023
- A Golang implementation of Redis Server.
- Provide an example of writing a high concurrent middleware using Golang.
- Support string, list, hash, set, sorted set, bitmap

Match3 Game   Aug 2023
- Implement a classic Match 3 game with PIXI.js

A automatic pathfinding snake game based on pygame and BFS   Oct 2022
- Using optimized Greedy Algorithms to achieve automatic pathfinding.
- Search the shorest road with BFS.

Awards

Second Prize of The 10th National Undergraduate Optoelectronics Design Competition in North China
Champion of The 3rd GBA Robotics Competition and the 10th Asian-Pacific Championship trails
Gold Award of VEX Robotics World Championship

Technical Skills

Languages: Chinese(native), English(Communicate and collaborate in English, CET-4 595)
Programming Languages: Python, Go, C/C++, Javascript
Developer Tools: Markdown, Latex, NeRFStudio, PyTorch
Operating System: Linux, Windows