

# Jianteng Chen

## PERSONAL DATA

NAME: Jianteng Chen (陈建腾)  
GENDER: Male  
PLACE AND DATE OF BIRTH: Beijing, China | 12 July 2003  
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GITHUB: <https://github.com/xBeholder>

## RESEARCH EXPERIENCE

since 04/2023	Research intern at Institute for AI Industry Research (AIR), Tsinghua University, <a href="#">Prof. Hao Zhao</a> , Tsinghua University
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## SCIENTIFIC EDUCATION

09/2021–06/2025	BACHELOR OF SCIENCE, in Cyberspace of Science and Technology. Beijing Institute of Technology (BIT), China GPA: 3.37 (82.33/100)
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## SELECTED PUBLICATIONS

### Conference

- [1] Z. Wu, T. Liu, L. Luo, Z. Zhong, J. Chen, *et al.*, *MARS: An Instance-aware, Modular and Realistic Simulator for Autonomous Driving*, **Best Paper Runner-up Award**, Jul. 2023. arXiv: [2307.15058 \[cs\]](#).

## PROJECTS

### 1 NeRF-based Simulator for Complex Dynamic Outdoor Driving Scene

- Proposed a state-of-the-art solution for reconstructing complex dynamic outdoor driving scenes using compositional neural radiance fields.
- Implemented an agile code framework that built upon [NeRFStudio](#) as tech leader.
- Published a conference paper in CICA 2023, we delivered an oral presentation and got the Best Paper Runner-up Award.
- Follow-up work like studying reflections by launching a second-pass ray, using instance modules to represent the foreground of objects for possible optimization for bounding boxes.

- Project Repository: <https://github.com/open-air-sun/mars>

## 2 Minimal Version of Tiktok

- Based on 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)
- Project Repository: [https://github.com/xBeholder/minimal\\_version\\_tiktok](https://github.com/xBeholder/minimal_version_tiktok)

## 3 A automatic pathfinding snake game based on pygame and BFS

- Using optimized Greedy Algorithms to achieve automatic pathfinding
- Search the shortest road with BFS
- Project Repository: [https://github.com/xBeholder/python\\_SnakeGame](https://github.com/xBeholder/python_SnakeGame)

## 4 Redis Database Implemented in Go

- 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
- Project repository: [https://github.com/xBeholder/ECE2\\_Redis](https://github.com/xBeholder/ECE2_Redis)

## HONORS & AWARDS

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- **Second Prize** of The 10th National Undergraduate Optoelectronics Design Competition in North China 10/2022
- **Champion** of The 3rd GBA Robotics Competition and the 10th Asian-Pacific Championship trails 08/2019
- **Gold Award** of VEX Robotics World Championship 04/2016
- **First Prize** of the 15th China Youth Robotics Competition 07/2015
- **Gold Award** in Asia Pacific Robotics Championship 12/2014

## EXTRACURRICULAR ACTIVITIES

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- **MANAGER**, School Coffee House 03/2022-now
- **TEAM MEMBER**, Basketball Team

## SKILLS & INTERESTS

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LANGUAGES: Chinese (native), English (fluent)  
PROGRAMMING LANGUAGES: Python, Go, C/C++, Javascript  
OPERATING SYSTEMS: Linux, Windows  
MACHINE LEARNING TOOLCHAIN: Markdown,  $\text{\LaTeX}$ , [NeRFStudio](#), PyTorch  
HOBBIES: Coffee, Basketball