



Zemin XU

Actively seeking for challenging internship in Augmented Reality / Computer Vision / Deep Learning for 6 months, starting at February 2021.

Contact

E : zemin.xu@yahoo.com

T : +33 6 36 19 66 44

P : <https://zeminxu.me/>

Skills

Computer Vision

Image processing
Object Detection &
Recognition OpenCV

Deep Learning

MLP, CNN
Tensor Flow & Keras
Scikit-learn

Programming Languages

Python, C++, C#, C

Tools

Unity, Linux, Blender,
Docker, Bash, Git

Languages

English

Fluent – TOEIC 820/990

French

Fluent – TCF C1

Chinese

Native

AR/CV/DL Intern

Projects

Marker Based Augmented Reality

11/2020

A personal project in which a target image augments onto object detected in webcam frame. Implemented with OpenCV related APIs which relies on keypoint-based image descriptor matching.

<https://zeminxu.me/cv/2020/11/08/marker-based-augmented-reality.html>

Rock Paper Scissors in AR

03/2020

A group project in which three different tattoos' combinations are represented as rock, Paper and scissors separately. The 3D form of them will be augmented in smartphone when using app.

<https://zeminxu.me/ar/2020/03/12/rock-paper-scissors.html>

Experiences

AR Development Intern

Capgemini

Monbonnot, France

06/2020–09/2020

Worked with team in Innovation Lab of Capgemini to develop internal augmented reality project, targeted on iPad and Hololens 2. Implemented transform system for objects, UI system for filtering objects as well as internal tool for debugging.

Student

42

Paris, France

06/2019–05/2020

Succeeded in enrolling as student and worked for months in familiarizing C, bash, vim, git, Docker, etc. Re-implemented functions in libc like printf.

Education

Master Virtual Augmented Reality

Télécom SudParis

Palaiseau, France

09/2020 – present

The program aims at providing the students with the fundamental background and technical skills necessary for developing innovative industrial applications as well as cutting-edge research programs in the fields of virtual and augmented reality technologies.

Master 3D Interactive Technology

Arts et Métiers ParisTech

Laval, France

09/2019 – 06/2020

The program aims at providing the students with the skills to create new products and services based on virtual reality, augmented reality, 3D and connected objects, by combination of laboratory research and application in this field.

Bachelor Game Design

L'École de Design Nantes Atlantique

Nantes, France

09/2016 – 06/2019