# Zhanghao Sun

Phone: (+1) 6506446149

Personal Webpage: <a href="https://zhsun0357.github.io/">https://zhsun0357.github.io/</a>
Email: <a href="mailto:zhsun@stanford.edu">zhsun@stanford.edu</a>

#### **EDUCATIONS**

#### STANFORD UNIVERSITY

PhD Candidate, Electrical Engineering (5th year)
 Advisor: Prof. Olav Solgaard, Co-Advisor: Prof. Gordon Wetzstein

09/2018-12/2023 (expected)

## PEKING UNIVERSITY

B.S., Physics 09/2014-07/2018

## SELECTED PUBLICATIONS

**Z.Sun**, Wei Ye, Jinhui Xiong, et al., "Consistent Direct Time-of-Flight Video Depth Super-Resolution", CVPR 2023

T.Brevin, **Z.Sun**, et al., "Energy-Efficient Adaptive 3D Sensing", CVPR 2023

Z.Sun, J.Wang, Y.Wu, S.Nayar, "Seeing Far in the Dark with Patterned Flash", ECCV 2022

**Z.Sun**, Y.Zhang, Y.Wu, D.Huo, Y.Qian, J.Wang, "Structured Light with Redundancy Codes", arXiv

S.Pai, **Z.Sun**, et al., "Experimentally realized in situ backpropagation for deep learning in nanophotonic neural networks", <u>Science</u>

Z.Sun, R.Quan, O.Solgaard, "Resonant Scanning Design and Control for Fast Spatial Sampling", Scientific Reports
 Z.Sun, D.Lindell, O.Solgaard, G.Wetzstein, "SPADnet: Deep RGB-SPAD Sensor Fusion Assisted by Monocular Depth Estimation", Optics Express

For other publications, please refer to my personal webpage or google scholar profile

#### INDUSTRY EXPERIENCE

## **Meta Reality Labs**

Student Researcher, On-Device Computer Vision Team

06/2022-12/2022

• Video depth processing algorithm: Worked on a deep-learning based video depth processing framework and related synthetic dataset generation with Unreal Engine.

## Snap Inc.

• Research Intern, Computational Imaging Team

06/2021-09/2021

- Low-light imaging: Worked on a novel low-light imaging hardware prototype and deep learning-based reconstruction algorithm. Worked on image restoration for under display sensors.
- Structured light 3D imaging: Worked on a novel structured light system and denoising algorithms

# Adaps Photonics Inc.

• Algorithm Engineer Intern

07/2019-09/2019

o Imaging pipeline emulation & Processing algorithm design: physics-based dToF 3D sensor simulations

#### PhD RESEARCH EXPERIENCE

## 3D Reconstruction with Time-of-Flight and RGB Sensor Fusion

- Developed a Convolution Neural Network (CNN) model for time-of-flight and RGB image sensor fusion.
- Developed a video processing framework for low-resolution dToF sensor (collaborate with Meta Reality Labs).

# **Adaptive Sampling for 3D Reconstruction**

- Proposed optimization-based design framework for adaptive sampling 3D reconstruction.
- Extended LiDAR based SLAM algorithm to adaptive scanning scenario.

## **Optical Neural Network and Applications in Imaging**

- For the first time, realized neural network back-propagation in optical system.
- Developing hardware prototype for phase/3D/microscopic imaging with optical neural network.