Zimeng Jiang

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EDUCATION

ETH Zürich Since Sep. 2019

MSc in Electrical Engineering and Information Technology, GPA: 5.6/6.0

Zürich, Switzerland

• Focus: computer vision, 3D geometry, SLAM

B.Eng. in Automatic Control, GPA: 4.0/4.0, with distinction

• Courses: Machine Learning, 3D Vision, Embedded Systems, Autonomous Mobile Robots

Beijing Institute of Technology

Sep. 2015 – June 2019

Beijing, China

Employment

Research Assistant, full-time

Since June 2021

Computer Vision and Geometry Group, ETH Zürich

Zürich, Switzerland

• Conducted research on robust visual SLAM using data of different modalities.

Research Intern, part-time

Ontario Tech University

Dec. 2018 - May. 2019

Institute of Automation, Chinese Academy of Sciences

Beijing, China

• Conducted research on facial micro-expression recognition.

Mitacs Globalink Research Intern, full-time

 $July\ 2018-Oct.\ 2018$

Oshawa, Canada

• Designed an image-based visual servoing controller for pose regulation of autonomous robotic systems.

Projects

Deep Learning for Autonomous Driving | Python, PyTorch

Mar. 2021 – June 2021

• Built a multi-task learning framework for semantic segmentation and depth estimation. Achieved the highest rank among 52 participated groups.

Learning a Better BAD-SLAM [Code][Presentation][Thesis] | CUDA, C++, Python, PyTorch Oct. 2020 - Apr. 2021

- Semester thesis on robustifying bundle adjusted direct SLAM (BAD-SLAM) via deep learning and feature-metric optmization, supervised by Paul-Edouard Sarlin and Marc Pollefeys.
- Enlarged the convergence basin of direct image alignment by 50% by densely aligning invariant and compact features computed from a deep neural network trained with supervision on camera pose.
- Achieved 21% higher AUC score compared with the baseline method and ranked 1st on the ETH3D benchmark by integrating feature alignment into the front-end pose tracking and the back-end scene geometry optimization. Improved significantly the accuracy and robustness on common failure modes: illumination changes, inaccurate sensor calibration, fast motion, structureless and textureless scenes.
- Achieved real-time performance using C++ and CUDA.

Spars-to-dense Feautre-metric Localization [Code] [Report] | Python, PyTorch

Mar. 2020 – July 2020

• Enhanced the long-term localization accuracy on multiple cross-condition datasets by aligning robust and pixel-level accurate features as a post-processing step of a hierarchical localization scheme.

3D Human Pose Estimation [Code] [Report] | Python, PyTorch

 $Mar.\ 2020-July\ 2020$

• Designed a two-stage model to predict 3D human pose from a single RGB image. Achieved the highest PA-MPJPE score among 15 participated groups.

SKILLS

Technical: C/C++, Python (PyTorch), CUDA, Matlab, Linux, Git, LaTex

Languages: English (fluent), Chinese (native), German (beginner)