

Qingfu Wan

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EDUCATIONAL BACKGROUND	Fudan University, Shanghai, China <ul style="list-style-type: none">▪ Bachelor of Science (B.S.) in Computer Science	Sep 2013 – Jun 2017
PUBLICATIONS	CONFERENCES <ul style="list-style-type: none">[1] Q. Wan, Q. Wei, A. Yuille, “Patch-based 3D Human Pose Refinement”, In <i>Computer Vision and Patter Recognition (CVPR) Workshop “Augmented Human: Human-centric Understanding and 2D/3D Synthesis, and the third Look Into Person (LIP) Challenge”</i> 2019. [arXiv][2] S. Yuan, G. Garcia-Hernando, B. Stenger, T. Kim, G. Moon, J. Chang, K. Lee, P. Molchanov, L. Ge, J. Yuan, X. Chen, G. Wang, F. Yang, K. Akiyama, Y. Wu, Q. Wan, M. Madadi, S. Escalera, S. Li, D. Lee, I. Oikonomidis, A. Argyros, “Depth-Based 3D Hand Pose Estimation: From Current Achievements to Future Goals”, In <i>Computer Vision and Patter Recognition (CVPR)</i> 2018. [arXiv][3] Q. Wan, W. Zhang, X. Xue, “DeepSkeleton: Skeleton Map for 3D Human Pose Regression”, In arXiv technical report <i>Computer Vision and Patter Recognition</i> 2018. [arXiv][4] X. Zhou, Q. Wan, W. Zhang, X. Xue, and Y. Wei, “Model-based Deep Hand Pose Estimation”, In <i>International Joint Conference on Artificial Intelligence (IJCAI)</i> 2016. [arXiv] [code]	
RESEARCH EXPERIENCE	Johns Hopkins University, Baltimore, MD, United States <p>Advisor: Bloomberg Distinguished Professor Alan Yuille</p> <ul style="list-style-type: none">▪ Visiting Research Student<ul style="list-style-type: none">• Analysis by synthesis for human pose estimation Jul 2018 – Nov 2018 Analysis by synthesis for mitigating depth ambiguity in 3D human pose estimation.• Patch-based human pose estimation Dec 2018 – Apr 2019 Local body part patches for refining 3D human pose estimation. uSens Inc., San Jose, CA, United States <p>Advisor: Dr. Yue Fei</p> <ul style="list-style-type: none">▪ Computer Vision Research Intern<ul style="list-style-type: none">• HANDS2017 challenge competition of ICCV2017 hand workshop Jul 2017 – Oct 2017 Compositional pose regression for 3D hand pose estimation.• Indoor human/Outdoor RGB hand pose estimation at constrained time cost Oct 2017 – Jun 2018 Efficient real-time indoor human pose / RGB hand pose framework. Microsoft Research Asia, Beijing, China <p>Advisor: Senior Researcher Dr. Yichen Wei and Researcher Xiao Sun</p> <ul style="list-style-type: none">▪ Research Intern, Visual Computing Group<ul style="list-style-type: none">• DeepModel Feb 2016 – Aug 2016 Integration of forward kinematics human model and CNN for in-the-wild 3D human pose regression.	
SELECTED AWARDS	<ul style="list-style-type: none">▪ HANDS 2017 challenge @ ICCV 2017 workshop, 7th place Oct 2017▪ Meritorious Winner of Interdisciplinary Contest In Modeling (ICM) 2016 Consortium for Mathematics and Its Applications (COMAP), United States Apr 2016▪ Gold Medal of the ACM International Collegiate Programming Contest Invitational Programming Contest (ACM-ICPC) Nanjing Site 2013 Nanjing University of Science and Technology, China May 2013	
SKILLS	<ul style="list-style-type: none">▪ Computer: C++, Caffe, PyTorch, Keras, C#, Python, Java	
RESEARCH INTERESTS	Hand/Human Pose Estimation, Computer Vision, Deep Learning	