

# Qingfu Wan

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## EDUCATIONAL BACKGROUND

### New York University

Jan 2020 –

- Master's in Computer Science

### Fudan University, Shanghai, China

Sep 2013 – Jun 2017

- Bachelor of Science (B.S.) in Computer Science

## PUBLICATIONS

### PEER-REVIEWED CONFERENCE PAPERS

- [1] A. Armagan, G. Garcia-Hernando, S. Baek, ..., Q. Wan, ..., G. Rogez, V. Lepetit, T. Kim, "Measuring Generalisation to Unseen Viewpoints, Articulations, Shapes and Objects for 3D Hand Pose Estimation under Hand-Object Interaction", In *European Conference on Computer Vision (ECCV)* 2020. [[arXiv](#)]
- [2] Q. Wan, Q. Wei, A. Yuille, "Patch-based 3D Human Pose Refinement", In *Computer Vision and Patter Recognition (CVPR) Workshop "Augmented Human: Human-centric Understanding and 2D/3D Synthesis, and the third Look Into Person (LIP) Challenge"* 2019. [[arXiv](#)]
- [3] 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 *Computer Vision and Patter Recognition (CVPR)* 2018. [[arXiv](#)]
- [4] X. Zhou, Q. Wan, W. Zhang, X. Xue, and Y. Wei, "Model-based Deep Hand Pose Estimation", In *International Joint Conference on Artificial Intelligence (IJCAI)* 2016. [[arXiv](#)] [[code](#)]

### TECHNICAL REPORTS

- [1] Q. Wan, W. Zhang, X. Xue, "DeepSkeleton: Skeleton Map for 3D Human Pose Regression", In arXiv technical report *Computer Vision and Patter Recognition* 2018. [[arXiv](#)]
- [2] Q. Wan, "SeñoritaHand: Analytical 3D Skeleton Renderer and Patch-based Refinement for HANDS19 Challenge Task 1 - Depth-Based 3D Hand Pose Estimation", In Github technical report 2019. [[pdf](#)] [[code](#)]

## RESEARCH EXPERIENCE

### Johns Hopkins University, Baltimore, MD, United States

Advisor: Bloomberg Distinguished Professor Alan Yuille

- Visiting Research Student

- **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

Advisor: Dr. Yue Fei

- Computer Vision Research Intern

- **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

Advisor: Senior Researcher Dr. Yichen Wei and Researcher Xiao Sun

- Research Intern, Visual Computing Group

- **DeepModel**

Feb 2016 – Aug 2016

Integration of forward kinematics human model and CNN for in-the-wild 3D human pose regression.

**SELECTED  
AWARDS**

- 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