

# Yuliang Xiu

SECOND YEAR M.PHIL STUDENT

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## Summary

I am a 2nd year M.Phil in [Machine Vision and Intelligence Group \(MVIG\)](#) at Shanghai Jiao Tong University, advised by Prof. [Cewu Lu](#). I got the B.Eng. of Digital Media Technology at Shandong University, advised by Prof. [Lu Wang](#). My research interests are on Computer Graphics, Computer Vision and Machine Learning (including Deep Learning). **Looking for an Interest-Match Ph.D. Program which starts from Fall 2019.**

## Education

### Shanghai Jiao Tong University

Shanghai, China

MASTER OF SCIENCE (MSc), COMPUTER SCIENCE AND APPLICATION

Sep. 2016 - March. 2019 (expected)

- Overall Ranking 12<sup>th</sup>/127
- [Machine Vision and Intelligence Group \(MVIG\)](#), Department of Computer Science
- Research Topics:
  - PoseHD**: Boosting human detectors using human pose information (accepted by **AAAI'18**)
  - PoseFlow**: Efficient Online Pose Tracking (accepted by **BMVC'18**)
  - MobilePose**: Human pose estimation on mobile device (reproduce and improve Google's [MobilePose](#) by Pytorch)
  - AlphaPose**: Multi-Person Pose Estimation and Tracking Framework (achieves current **SOTA** [AlphaPose 1k+ star](#))
- Selected Projects:
  - Quora Question Pairs@Kaggle, **Silver Winner** [Report](#)
  - YouTube-8M Video Understanding Challenge@Kaggle, **Copper Winner**
- Advisor: Prof. [Cewu Lu](#)

### Shandong University

Jinan, Shandong, China

BACHELOR OF SCIENCE (BSc), DIGITAL MEDIA TECHNOLOGY

Sep. 2012 - July. 2016

- Training plan of Digital Media Technology mainly focus on Computer Graphics, Game Design and Art
- GPA: 89.05/100 | **Ranking 1<sup>st</sup>/53**
- [Research Center of HCI&VR](#), Department of Software Engineering
- Research topics:
  - Geometric modeling of particle system (National 863 Program)
  - 3D Military Boxing Learning System (Unity 3D)
  - Goback: Pinball Game (Cocos2d, iOS Platform)
- Advisor: Prof. [Lu Wang](#)

## Publications

### DartPose: Realtime Single-Shot Multi-Person 2D Pose Estimation

Submission to NIPS'18

YULIANG XIU, ZEXIN CHEN, YINGHONG FANG, HAO-SHU FANG, CEWU LU

### Pose Flow: Efficient Online Pose Tracking [Paper](#) [News](#)

BMVC'18 (29.9% acc)

YULIANG XIU, JIEFENG LI, HAOYU WANG, YINGHONG FANG, CEWU LU

### PoseHD: Boosting Human Detectors using Human Pose Information [Paper](#)

AAAI'18 (24.5% acc)

ZHIJIAN LIU, BOWEN PAN, YULIANG XIU, AND CEWU LU

## Overseas Experience

### University of California, Berkeley

Berkeley, CA

TWO MONTHS EXCHANGE STUDENT

July. 2016 - Aug. 2016

- CS188 Reinforcement Learning on Pacman Game [Pacman Game](#)
  - Develop a Pacman Game Engine, which supports BFS, DFS, A\* search, Multi-Agent Search and Q-learning

### National Cheng Kung University

Tainan, Taiwan

SIX MONTHS EXCHANGE STUDENT

Sep. 2014 - Feb. 2015

- GPA: Major: 89.7/100
- Advanced Computer Graphics, 100/100 [Racing Game by OpenGL](#)
  - Develop a car racing game using OpenGL, which supports circular track, custom colors, texture mapping, first-person & third-person perspective, speed controller and true-to-life scenarios

# Honors & Awards

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## SCHOLARSHIPS

- Oct 2017 **Excellent Graduate Student Scholarship**, top 10% in Department of Computer Science *Shanghai, China*
- Aug 2015 **Chinese National Scholarship**, highest honor for undergraduates, top 2% nationwide *Jinan, China*
- Jun 2015 **Baoquan Chen Scholarship(Dean's List Award)**, top 5 of all grades in Department of Computer Science *Jinan, China*
- 2013-2015 **First Prize Scholarship**, top 6% in China, **three-year continuous** *Jinan, Chin*

## CONTESTS

- Feb 2018 **1<sup>st</sup> in mAP and 2<sup>nd</sup> in MOTA**, PoseTrack Challenge[PoseFlow, MVIG] **Leaderboard** *Shanghai, China*
- Nov 2017 **Second Class Winner**, 2017 National Postgraduate **Mathematical Contest in Modeling (NPMCM)** *Shanghai, China*
- Nov 2016 **Second Class Winner**, 2016 National Postgraduate **Mathematical Contest in Modeling (NPMCM)** *Shanghai, China*
- Apr 2015 **Meritorious Winner(Global top 9%)**, in 2015 **Mathematical Contest in Modeling (MCM)** *Jinan, China*
- Dec 2017 **Top 10 Winner(OK-Anyway: 0.53224)**, AI Challenger - Keypoint Estimation **Leaderboard** *Shanghai, China*
- June 2017 **Silver Winner (Global top 4%, 121/3307)**, Quora Question Pairs Competition in **Kaggle** *Shanghai, China*
- June 2017 **Copper Winner(Global top 14%, 92/655)**, YouTube-8M Video Understanding Challenge in **Kaggle** *Shanghai, China*
- May 2015 **Outstanding Winner**, 11th Challenge Cup National College Students Business Plan Competition *Jinan, China*
- Apr 2014 **Silver Winner**, Qilu College Students Business Plan Competition of Shandong Province *Jinan, China*

# Teaching Assistant

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## CS348 Computer Vision (ACM Class) [Homepage](#)

*Shanghai Jiao Tong University*

HEAD TA

*Fall2017*

- Lecture4: Object Detection [Slices](#)

## MakerFunc [Homepage](#)

*Suzhou, China*

MACHINE LEARNING LECTURER

*July. 2017 - Aug. 2017*

- Teach undergraduates some basic knowledge about AI [Video\(Me\[0:57\]\)](#)

# OpenCourse Achievements

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## DeepLearning.ai( **Specialization Certificate**)

*Palo Alto, CA*

ANDREW NG

- Neural Networks and Deep Learning **Certificate**
- Improving Deep Neural Networks **Certificate**
- Structuring Machine Learning Projects **Certificate**
- Convolutional Neural Networks **Certificate**
- Sequence Models **Certificate**

## Stanford University

*Palo Alto, CA*

ANDREW NG

- Machine Learning **Certificate** [CS229 Projects](#)
- CS231n Convolutional Neural Networks for Visual Recognition [CS231n Projects](#)

# Extracurricular Activity

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## Kaggle

EXPERT PLAYER

- I am an Expert player of **Kaggle** with 1 silver medal and 1 copper medal (Highest rank global top 2.8%, 1711/60430).

## Writing

POPULAR ANSWERER OF **ZHIHU**

- 10k followers, 60k approval, 11k thanks, 24k favorites

## Riding

*Taiwan*

PROFESSIONAL BACKPACKER

*Feb 2015*

- I spend 9 days riding around Taiwan Island(about 990KM), Here are some of my [travels](#).

# Skills

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- Programming Languages** Python(Numpy, Tensorflow, Pytorch, Caffe), Matlab, Lua(Torch), C++, OpenGL, C#(Unity), JAVA, Objective-C, Shell, LaTeX Chinese(Native), English(Professional working proficiency)