# Tianhao (Walter) Wu

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## **EDUCATION**

#### University of Cambridge

PhD Computer Science

Research Interests: 3D computer vision, neural implicit representation, 3D reconstruction, scene understanding, NeRF

University College London (UCL)

MEng Computer Science

First Class Honours (Average 84%)

Dean's List Award

# RESEARCH

Voxel-SDF

Jun 2022 – Now

2021 - Now

2017 - 2021

- Efficiency: enabling fast training and rendering of radiance field by incorporating explicit voxels.
- Exact Geometry: replacing the volumetric field with trilinearly interpolated signed distance to surface.

#### D<sup>2</sup>NeRF (NeurIPS2022)

Nov 2021 – May 2022

- Scene Decomposition: decouple 3D scene into dynamic & static based on a monocular RGB video without any mask supervision.
- Shadow Handling: density-less shadow field to correctly decouple dynamic object shadow.

Kubric (CVPR2022)

#### Oct – Nov 2021

- Data Generation: cooperated with researchers from Google and top universities to build an easyto-use synthetic data generation pipeline.
- Surface Reconstruction: generated datasets with difficult topology, non-textured surface, nonrigid motion to challenge existing surface reconstruction methods.

#### DualNeRF

Sep 2020 – Apr 2021

- 3D Reconstruction: incorporated multi-view consistency and local feature extraction to achieve single view reconstruction.
- Multiscale Feature: a local decoder conditioned on pixel-wise local feature and a global decoder conditioned on global feature.

# PUBLICATIONS

- <u>D2NeRF: Self-Supervised Decoupling of Dynamic</u> and Static Objects from a Monocular Video
- Kubric: A scalable dataset generator

## PROGRAMMING

- ML Platforms: TensorFlow, PyTorch, Jax (Flax).
- **Programming**: Python, C++, C, CUDA.

## WORK

Uni of Cam Supervisor/Ticker

 Teaching: supervised students of the Further Graphics and Intro to Graphics module.

UCL Research Internship

- July Sep 2020
- Computer Vision: worked on <u>DualNeRF</u> in UCL Vision and Imaging Science group.

Software Engineering Internship

Jun – Aug 2019

Oct 2021 – April 2022

 Software Engineering: worked in a SE team to learn good coding practices and developed a mobile app with DevOps.

## Reviewer

CVPR, TCSVT

## PROJECTS

Influenza Prediction Python (TensorFlow, SK Learn)

- **Time Series Forecasting**: developed a machine learning model to predict infection rate of Influenza-like-illness (ILI).
- **Text Auxiliary**: provided frequencies of Google queries that contain ILI keywords as side information to the model to improve performance.

Therapy Game

- Unity, C#
- **Unity Game**: worked with Microsoft Research to develop a therapy game that helps Cystic Fibrosis patients to take repetitive therapies.

# AWARDS

## CAPA

• One of the 7 best engineering-related proposals in Cambridge.

UCL Dean's List Award

• Awarded to students with outstanding academic performance.

## Google Hash Code – UK Ranking 21st

• Best in UCL. Global ranking 449<sup>th</sup>.

## Duke of Edinburgh Bronze Award

- Participated in a series of skill learning, volunteering, and expedition.
- 2017

2019

2022

2021