

# Qihang Fang

Rough Ph.D. Starting Date: Jul. 2023

+86-178-5426-3910 ✉ qihfang@gmail.com 🌐 <https://github.com/qhFang> 🏠 <https://qhfang.github.io/>

## EDUCATION

---

### Interdisciplinary Research Center, Shandong University (IRC, SDU)

*M.Sc. in Computer Science and Technology. Supervised by: Prof. Baoquan Chen*

*Sep. 2020 - Present*

### Shandong University

*B.Eng. in Computer Science and Technology. Grade: 85.48/100*

*Sep. 2016 - Jun. 2020*

## EXPERIENCE

---

### Tencent AI Lab

*Research intern, working on human motion animation.*

*Collaborator: Qingnan Fan*

*Jul. 2021 - Present*

*Shenzhen, China*

## PROJECTS

---

*Research Interests: Camera Localization, Human Motion Animation, Reinforce Learning etc.*

### Active Camera Localization | (accepted by ECCV2022)

- Actively move the agent to an easily located area when the localization result is wrong.
- We explicitly model the camera and scene uncertainty components to solve the problem of active camera localization by reinforcement learning. These components not only help the agent to move more efficiently, but also help the agent to actively choose the time to stop. Meanwhile, we combine the active localization module with a passive continuous localization module to solve the low accuracy problem faced by previous active camera localization algorithms.
- In this project, I propose the idea of designing the new components, organized and participated in the discussion of the specific design of these components, and undertook an amount of the coding work.

### Real-time Full Body Motion Synthesis | (on going)

- Generate full-body locomotion and grasping motions in real-time.
- We proposed an efficient kinematic-based data-driven motion animation algorithm. By decoupling for the motion manifolds, our algorithm can generate natural and realistic locomotion and grasping animation without the time-consuming optimization.
- In this ongoing project, I tried to build the basic framework of the algorithm. And I am organizing the team for further discussions, and taking on all the coding works.

## PUBLICATIONS

---

[1] "Towards Accurate Active Camera Localization", accepted by European Conference on Computer Vision (ECCV 2022) [\[Paper\]](#) [\[Github\]](#)

Qihang Fang\*, Yingda Yin\*, Qingnan Fan, Fei Xia, Siyan Dong, Sheng Wang, Jue Wang, Leonidas Guibas, Baoquan Chen

## HONORS AND AWARDS

---

- The First Prize in The Ninth ACM Collegiate Programming Contest in Shandong
- The Broze Prize in The 42th ACM International Collegiate Programming Contest (Asian Region, Qingdao)
- The First Prize in China Undergraduate Mathematical Contest in Modeling-2018 Shangdong
- The First scholarship in Shandong University

## TECHNICAL SKILLS

---

**Programming Languages:** Python, C++/C, HTML/CSS, Java, JavaScript

**Developer Tools:** Pytorch, Tensorflow, OpenCV, Blender, Unity3D, Unreal 4