

# YU CHEN

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## EDUCATION

♥ Ph.D student	National University of Singapore	Dept. Computer Science	2022.01-now
♥ M.S.	Peking University	Computer Software and Theory	2017.09 – 2020.06
♥ B.S.	Beihang University	Software Engineering	2013.09 – 2017.06

## PUBLICATIONS

### Conferences/Journals

Yu Chen, Gim Hee Lee. **SCALAR-NeRF: SCALable LARge-scale Neural Radiance Fields for Scene Reconstruction**, Under Submission [ [📄](#) | [🌐](#) ]

Zhiwen Yan, Weng Fei Low, Yu Chen, Gim Hee Lee. **Multi-Scale 3D Gaussian Splatting for Anti-Aliased Rendering**, Under Submission [ [📄](#) | [🌐](#) ]

Yu Chen, Gim Hee Lee. **DReg-NeRF: Deep Registration for Neural Radiance Fields**, In International Conference on Computer Vision (ICCV) 2023 [ [📄](#) | [🌐](#) ]

Yu Chen, Gim Hee Lee. **DBARF: Deep Bundle-Adjusting Generalizable Neural Radiance Fields**, In IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2023 [ [📄](#) | [🌐](#) ]

Yu Chen, Zihao Yu, Shu Song, Tianning Yu, Jianming Li, Gim Hee Lee. **AdaSfM: From Coarse Global to Fine Incremental Adaptive Structure from Motion**, In IEEE International Conference on Robotics and Automation (ICRA) 2023 [ [📄](#) | [🌐](#) ]

Yu Chen, Ji Zhao, Laurent Kneip. **Hybrid Rotation Averaging: A Fast and Robust Rotation Averaging Approach**, In IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2021 [ [📄](#) | [🌐](#) ]

Yu Chen, Shuhan Shen, Yisong Chen, Guoping Wang. **Graph-Based Parallel Large Scale Structure from Motion**, Pattern Recognition (PR) 2020 [ [📄](#) | [🌐](#) ]

Yu Chen, Wang Yao, Lu Peng, Chen Yisong, Wang Guoping. **Large-Scale Structure from Motion with Semantic Constraints of Aerial Images**, The First Conference of Pattern Recognition and Computer Vision (PRCV) 2018, China [ [📄](#) | [🌐](#) ]

### Seminar

Yu Chen, Yisong Chen, Guoping Wang. **Bundle Adjustment Revisited**, The 14th Joint Workshop on Machine Perception and Robotics 2018, Japan [ [📄](#) ]

### Thesis

Yu Chen. Graph-Based Distributed Large-Scale Structure-from-Motion Algorithm. (Master Thesis)

## EXPERIENCE

<b>Segway-Ninebot</b>	<b>SLAM Engineer (full-time)</b>	<b>SLAM Group</b>	2020.07 - 2021.12
<b>TuSimple</b>	<b>Research Intern</b>	<b>Localization &amp; High-Definition Map</b>	2019.04 - 2019.07
<b>Megvii (Face++)</b>	<b>3D Reconstruction Intern</b>	<b>SLAM Group</b>	2018.09 - 2018.12

## AWARDS AND SCHOLARSHIPS

- ▶ 2023.11. **Google Ph.D Fellowship** (Machine Perception)
- ▶ 2023.08. Research Achievement Award of SoC, NUS
- ▶ 2022.01-now. Research Scholarship of SoC, NUS
- ▶ 2019.11. The 2nd place in 3D Reconstruction Track, the 2nd China Virtual Reality and Application Innovation Challenge
- ▶ 2017.07-2020.06. Academic Scholarship, Peking University
- ▶ 2018 Spring. The 2nd place in 3v3 basketball game, Peking University
- ▶ 2014 Spring. One of the Top Ten Broadcasting Hosts, Beihang University
- ▶ 2013 Fall. The 1st place in speech contest, Beihang University

## PROFESSIONAL SERVICES

- ▶ Conference Reviewer: NeurIPS 2023, BMVC 2023, ICLR 2024, CVPR 2024
- ▶ Journal Reviewer: IJCV, TIP, TMM
- ▶ Teaching Assistant:
  - CS4277/CS5477 - 3D Computer Vision (2022/2023), NUS;
  - CS4239/CS5439 - Software Security (2023/2024), NUS
- ▶ Teaching Assistant: Python Programming (2018/2019), Peking University

## PROFESSIONAL SKILLS

- ▶ Languages: Chinese (native), English
- ▶ Programming Languages: C++, C, Python, MATLAB, C#, JAVA, JavaScript, HTML+CSS
- ▶ Others: ROS, Docker, Linux