

Cheng Chi

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PhD in Computer Science

Education	<p>Columbia University - Jan 2021 - Current <i>Ph.D. in Computer Science</i> <i>The Columbia Artificial Intelligence and Robotics Lab, Shuran Song</i></p> <ul style="list-style-type: none">• Robotic manipulation and perception <p>University of Michigan - Jan 2016 - Dec 2019 <i>Bachelors of Science in Computer Science</i> <i>Autonomous Robotic Manipulation Lab, Dmitry Berenson</i> Accumulative GPA: 3.88/4.0</p>
Publications	<p>GarmentNets: Category Level Pose Estimation for Garments via Canonical Space Shape Completion <i>2021 The International Conference on Computer Vision (ICCV)</i> Cheng Chi, Shuran Song</p> <p>Occlusion-robust Deformable Object Tracking without Physics Simulation <i>2019 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS)</i> Cheng Chi, Dmitry Berenson</p>
Industry Experience	<p>Nuro Inc - Jan 2020 - Jan 2021 <i>Software Engineer, Autonomy @ Mapping and Localization Team</i></p> <ul style="list-style-type: none">• Developed mapping and localization system for Nuro's autonomous delivery vehicles. <p>Apple Inc - May 2019 - Aug 2019 <i>Engineering Intern @ Camera Architecture Team</i></p> <ul style="list-style-type: none">• Developed software for simulating future camera systems <p>Uber Technologies - May 2018 - Jul 2018 <i>Software Engineering Intern @ Maps Imagery Research Team</i></p> <ul style="list-style-type: none">• Developed an unsupervised learning algorithm to cluster and filter GPS trails. Reduces memory consumption in 3D reconstruction pipeline by up to 80%, in production now• Researched improving image-based SLAM with semantic segmentation <p>GeoDigital Autonomous Driving - May 2017 - Aug 2017 <i>Software Engineering Intern</i></p> <ul style="list-style-type: none">• Production level high performance C++/Python hybrid programming• Point cloud road plane segmentation with C++ acceleration• Created a python plug-in for QGIS performing semi-automatic road lane delineation using LIDAR data
Selected Projects	<p>SpaceX Hyperloop Pod Competition - Mar 2016 - Mar 2017 <i>Designer/Animator</i></p> <ul style="list-style-type: none">• Designed full car warp for our Hyperloop Pod• Created 3D animation videos and photorealistic renders for promotional use