Yijun Yuan

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Education		
Sept. 2018 – Present	M	M.E., Computer Science and Technology, School of Informa- tion Science and Technology, ShanghaiTech University, China.
Sept. 2014 – Jun. 2018		B.E., Computer Science and Technology, School of Information Science and Technology, ShanghaiTech University, China.
Experience		
Teaching		
Spring 2018		Teaching Assistant, Computer Architecture I.
Research		
Fall 2016 - Aug. 2017		Computer Vision (Retina image segmentation, Crowd Counting).
Sept. 2017 - Aug. 2018		Mapping, Robotics(1. Automatic Generation of Hierarchical Area Topology Representations from 2D Grid Maps(Bachelor's Thesis), 2. Fast Gaussian Process Occupancy Mapping(Accepted to ICARCV2018), 3. Incrementally building topology graphs via distance maps(Submitted to ICRA2019), 4. Topological Area Graph Generation and its Application to Path Planning(Submitted to ICRA2019)).
May. 2018 - Oct. 2018		Machine Learning (Deep Kernel Learning with Randomized Sketches(Waiting for submission)).
Oct. 2018 - Nov. 2018		Machine Learning (CBCT Calibration).
Oct. 2018 - present		Robot Learning (RL/IL on Arms (Motion Planning and Learning Inverse Kinematic)).

Research Publications

- Jiawei, H., Yuan, Y. & Schwertfeger, S. (2018). Topological area graph generation and its application to path planning. *arXiv preprint arXiv:1811.05113*.
- ² Yuan, Y., Haofei, K. & Schwertfeger, S. (2018). Fast gaussian process occupancy maps. In *The 15th international conference on control automation robotics & vision (icarcv).*
- ³ Yuan, Y. & Schwertfeger, S. (2018). Incrementally building topology graphs via distance maps. *arXiv preprint arXiv:1811.01547*.

Awards

2016 📕	Dean's Scholarship ShanghaiTech University.
2017 📕	Excellent Scholarship, ShanghaiTech University.
2018	Fan's Favorite Prize, NO.4 in total score, Best on HPCG and Tensorflow , ISC 2018 high performance competition, Frankfurt, Germany.
Skills	
Professional skills	Computer Vision, Robotics, Machine Learning, Deep Learning, Stochastic Processes
Programming	▶ PYTHON, C++, C, MATLAB, R
Software	ROS, Gym
Simulator	Vrep, Unity3D.
Framework	Tensorflow, Pytorch
Language	English (fluent)