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Shibiao Jiang
 Zhejiang University
 Computer Science and Technology

EDUCATION

Zhejiang University	B.S. Computer Science and Technology	09/2017 - 06/2021
	<i>Study in Qiushi Honor's Program of Chu Kochen Honors College</i>	
GPA:	4.41/5.00 (3.94/4.00)	Rank: 1/20
	4.46/5.00 (3.92/4.00)	Rank: 5/20
	4.71/5.00 (3.99/4.00)	Rank: 4/20

TOFEL: 98 (R30, L26, S20, W22)

Programming Language and Skills: C/C++ | Python | Java | SQL | Latex | Markdown

Relevant Courses: Linear Algebra, Mathematical Analysis, Object-Oriented Programming, Python Programming, Discrete Mathematics, Probability Theory, Advanced Data Structure, Operating System, Java Applied Technology, Operating System, Computer Vision, Theory of Computation, Computer Network, Introduction to Data Mining.....

Research Interests: Algorithm Design, Machine Learning, Computer Vision

SCHOLARSHIP

First Prize for Fundamental Research Scholarship of Qiushi Honor's Program	University
First Prize for Zhejiang University Scholarship	University
Zhejiang Provincial Government Scholarship	Zhejiang Province
National Scholarship	National
First Prize for Huawei Jingying Scholarship	Huawei Company

AWARDS

Silver Prize for 2016 33 rd National Olympiad in Informatics	National
First Prize for 2017 42 nd International Collegiate Programming Contest Beijing/Nanning Onsite	National
First Prize for 2017 42 nd International Collegiate Programming Contest East-Continent League Finals	National
Runner-up for 2017 2 nd China Collegiate Programming Contest Finals	National
Champion for 2018 19 th Zhejiang University Programming Contest	University
First Prize for 2018 43 rd International Collegiate Programming Contest East-Continent League Finals	National
Second Runner-up for 2018 43 rd International Collegiate Programming Contest Beijing Onsite	National
Second Runner-up for 2018 43 rd International Collegiate Programming Contest Nanjing Onsite	National
Rank 21st for 2019 43 rd International Collegiate Programming Contest World Finals	International
First Prize for 2020 National Collegiate Computer Systems & Programming Contest	National
Second Runner-up for 2021 Huawei Software Elite Challenge Global Finals (¥50,000 award)	Huawei Company

PUBLICATION

Inter-GPS: Interpretable Geometry Problem Solving with Formal Language and Symbolic Reasoning

Pan Lu*, Ran Gong*, **Shibiao Jiang***, Liang Qiu, Siyuan Huang, Xiaodan Liang, Song-Chun Zhu

The 59th Annual Meeting of the Association for Computational Linguistics (ACL), 2021

Website: <https://lupantech.github.io/inter-gps/>

EXPERIENCE

1. Researcher in Tencent (Shanghai) YouTu Lab

07/2019 - 08/2019

Tencent Youtu Lab is an enterprise laboratory focusing on computer vision.

Mentor: Chao Chen

- ✧ I proposed an interesting method for face clustering in the graph model. This technique can work with any classical cluster algorithm and greatly improved the accuracy of face clustering in some cases.

2. Joined the Laboratory of Visual Intelligence and Pattern Analysis

09/2019 - 03/2020

Introduction for VIPA: <https://person.zju.edu.cn/msong#570836>

Supervisor: Mingli Song, Chun Chen

- ✧ I joined ZJU-VIPA Lab in my junior year and did some research about Document Structurization. Our group focus on extracting contents and information from invoices which may be creased or folded.
- ✧ We tried many SOTA models and successfully built a complete pipeline for invoices restoring and proposed some new methods. Finally our accuracy approaches the result supported by commercial companies.

3. Student Summer Research Fellowship Program at the University of Chicago

07/2020 - 08/2020

Introduction for SSRFP: [Click here.](#)

Supervisor: Junchen Jiang

- ✧ I was admitted in the summer research at UChicago and did research about Video Analytics and Network System.

4. Remote Research in VCLA Lab at the University of California, Los Angeles

03/2020 - 05/2021

Introduction for VCLA: <https://vcla.stat.ucla.edu/people.html>

Supervisor: Songchun Zhu

- ✧ I was admitted in VLCA at UCLA, under the instruction of Professor Songchun Zhu and Ph.d. Pan Lu.
- ✧ We have built a large-scale dataset for geometry problems, and presented an end-to-end geometry solver called **LogicSolver** to solve geometry problems. We are the first to integrate the text parser and the diagram parser to map textual and visual inputs into formal language, and then perform explicit logical reasoning over theorems to obtain exact answers. This work is accepted by ACL2021 as the main conference.

5. Researcher in Huawei Cloud Department

12/2020 - 05/2021

Introduction for SSRFP: [Click here.](#)

Supervisor: Weibo Lin, Zhu He

- ✧ During my internship, I focused on the topic of Vehicle Routing Problem.
- ✧ Based on the [DIMACS Challenge](#), I tried to find the high quality solution in the large-scale data.

SELECTED PROJECTS

Implementation of Classical Machine Learning Algorithm

<https://github.com/jiangshibiao/Course-Review/tree/master/Data-Mining/>

Instructor: Prof. Deng Cai

- ✧ Implemented many machine learning algorithms using **Python**, like Bayesian, Kmeans, PCA, Random Forest, etc.

Our-Pascal-Compiler: A simple Pascal compiler

<https://github.com/huangyangyi/Our-Pascal-Compiler/>

Instructor: Prof. Yan Feng

- ✧ I successfully implemented a simple pascal compiler with my teammates using C++.
- ✧ Besides the classical compiling process (Lexical Analysis, Syntax Analysis, Semantic Analysis, Code Generation..), we also added some new features, like the Visitor Pattern, Error Recovery and LLVM.

Mua-Interpreter: A Project about Principle of Programming Language

<https://github.com/jiangshibiao/MUA-Interpreter>

Instructor: Prof. Kai Weng

- ✧ Mua is a specially designed functional programming language created by my professor Kai Weng. It supports list operations, variable bindings and function definitions, and I implemented an interpreter for Mua using **Java**.
- ✧ It involves many advanced skills, like the reflection mechanism, functional programming and so on.

PumpkinBattle: A Game about Computer Graphics

<https://github.com/jiangshibiao/pumpkinBattle>

Instructor: Prof. Ruofeng Tong

- ✧ We Designed an interesting game using OpenGL in C++. Surrounded with walls in the dark environment, the player is supposed to walk and jump in the scene without being caught by pumpkin monsters which are wandering. And the player can use the explosive to blow up some pieces of the wall to get through it, or use a gun to shoot monsters.
- ✧ It involves many CG technologies such as illumination models, real-time shadow, collision detection, etc.

You can find more projects on <https://github.com/jiangshibiao/Course-Review>.