

Binghao Wang

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Education background

- University: Hokkaido University
- Major: computer Science
- research direction: Embodied Intelligence, Deep learning, Natural language processing, Computer graphics.
- Main courses: 3D Computer Graphics and GPU Programming, Applications of Deep Learning, Computer Network , Virtual Reality Augmentation Technology , 3D Modeling Technology , Database Principle , Web Design and Website Development , New Media Technology.

Skill

- Basic office skills: Word, Excel, Ppt;
- Programming language skills: C Language, C# Language, C++ Language, Python Language, Java Language, Html language, Css Language, Matlab Language;
- Computer skills: Linux, Windows, macOS System Operation, AI Model Training and Testing , Game Development, Virtual and Augmented Reality Publication Production, Web Production , Image Processing , Database;
- Graphic design skills: Photoshop (ps), Html5 Production(H5), Indesign (id);
- Video production : Premiere (pr), Aftereffects (ae), Shooting and Storyboarding;

Research Experience

·2024.03-TODAY

- Published a paper in Elenctronic journal
- Published a paper in Algorithm journal
- Completed the production of four different types of games independently
- Reproduced some effects of virtual environment rendering

· 2023-2024

- Graduation project " Defect Detection of Workpiece Shape Based on Image Processing "; The experiment of the graduation project uses image processing technology combined with MATLAB software to automatically read in the image to realize the detection of defects and mark and judge the type of defects.

· 2021-2022

· National Second Prize in the 13th Blue Bridge Cup Competition; The works of this competition are to make Chinese intangible cultural heritage culture into publications, adding Augmented Reality technology, so that the works can show the intangible cultural heritage products in reality in the form of 3D.

· 2020-2021

· Published a paper on the Conference Proceedings Citation Index (cpci);

· Published a paper on the Chinese journal "Digital User";

These two papers mainly analyze and process the sound of the dulcimer, and then design a simulated dulcimer software to simulate the performance of the dulcimer.

· 2019-2020

· Begin to understand some frameworks and image processing techniques of deep learning; I continued to study during college. In the field of image processing, I learned some basic mathematical principles, and generative models such as diffusion and GAN. In the field of deep learning, I learned models such as transform and ResNet, and combined with some bloggers on github. source code for learning.

Experience

· Researcher at Hokkaido University データ駆動型融合研究創発拠点 (D-RED)

· Long-term teaching assistant for courses such as Fourier Transform and Applied Algebra

· Assistant Manager of Employment Office of Tianjin University of Science and Technology;

· Chairman of Tianjin University of Science and Technology Employment Association;

· Internship at the China Guizhou Radio TV Station;

· Piano, Violin, Photography;

Honor

· JST Next-Generation AI Scholarship (Hokkaido University)

· Tianjin University of Science and Technology University Scholarship;

· Third prize of "Challenge Cup" National College Student Business Plan Competition;

· Third prize of the 2020 China College Students' Entrepreneurship Competition;

· 2022 Third Prize in Tianjin Municipal of China Undergraduate Computer Design Competition;