

Xichen Zhou

xeechou@outlook.com

Github: xeechou | LinkedIn: xeechou | Telephone: +1-438-738-7542

RECENT EXPERIENCES

SOFTWARE DEVELOPER | QUBE 4D VENTURES

July 2019 - Present | Montreal, QC

Working as core graphics developer for the in-house simulation game engine using the state of the art Computer Graphics Technology to bring the immersive multi-projector display system.

SOFTWARE DEVELOPER | INRO

Jan 2018 - June 2019 | Montreal, QC

Working as the core engine developer for Cityphi, I target on R&D in computer graphics to bring new immersive 3D visuals for large scale Geography data visualization in real-time.

R&D DEVELOPER | GAMELOFT MONTREAL

Aug 2017 - Jan 2018 | Montreal, QC

Joined the force of Gameloft Montreal R&D team for deep learning and computer vision research projects. I was assigned to a robotic vision research project and playing the key part of vision solutions.

COMPUTER VISION RESEARCH ASSISTANT | THE ICT LAB

Jan 2016 - August 2017 | Montreal, QC

Dr.Poullis recruited me at The ICT lab. I am the driving force behind the research project "Automatic 2D to Stereoscopic Video Conversion for 3D TVs". This is a VR related project which automatically converts 2D videos into 3D stereo videos.

MACHINE LEARNING ENGINEER | NCST'S CLOUD COMPUTING LAB

Jan 2013 - June 2015 | Tangshan

Developing Semi-supervised learning algorithm for Recommendation system

EDUCATION

MASTER IN COMPUTER SCIENCE | CONCORDIA UNIVERSITY

Sept 2015 - June 2017 | Montreal, Quebec | Major. GPA: 4.05

BACHELOR IN COMPUTER SCIENCE | NORTH CHINA UNIVERSITY OF SCIENCE AND TECHNOLOGY

Sept 2011 - June 2015 | China | Major. GPA: 3.23

SKILLS

GOOD AT:

C++ • Vulkan • OpenGL • Python • Linux • OpenCV • Qt • Unity • Vulkan • \LaTeX • Emacs-Lisp • NodeJs

LANGUAGES:

Mandarin(Native) • English(Excellent) • Français(excellente)

ACADEMIC ACTIVITIES

2017 Invited speaker at the Conference 3DTV-CON.

2016 Invited speaker at the Conference IDEAs.

2014 Second price in Asian Pacific Mathematics Contest in Modeling, As a team of three, we worked on modeling for the simulation of a rocket launch, its launch trajectory, and optimizing the cost.

SELECTED PUBLICATIONS

AUTOMATIC 2D TO STEREOSCOPIC VIDEO CONVERSION FOR 3D TVS

Xichen Zhou, Bepin C.Desai, Charalambos Poullis, 2017

DATA ON THE MOVE AND ISSUES OF PRIVACY AND SECURITY

Jianhui Zhu, Xichen Zhou, Bepin C.Desai, 2016

<http://dl.acm.org/citation.cfm?id=2938556>