

QIU ZHENGDE

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EDUCATION

Master's degree in computer science

University of Bordeaux

2018 – 2020 Bordeaux, France

Majoring in computer generated graphics

- Image synthesis (RayTracing, 3D rendering GPU, Textures, Graphics Pipeline, Geometric Modeling).
- Virtual reality.
- Image processing (Fourier, color transfer, colorization, morphomath).
- Deep learning.

Bachelor's degree in computer science

Montreal University

2017 – 2018 Montreal, Canada

- Took part in a student exchange program for my last year of bachelor (International Bachelor's Degree. Graduated with honors).

University of Bordeaux

2015 – 2017 Bordeaux, France

NON-PROFIT

Lzone Cafe

2018 (Busan, South Korea)

- Our goal was to provide a friendly and open-minded environment where local students and residents can practice English conversation, cultural and foreign language exchanges, have fun, and make friends through conversation, games, and events at the café.

Volunteering at Hangzhou normal University

2017 (HangZhou, China)

- Exchanged culture and activities with other chinese University students in order to broaden their horizons mostly about the different education systems and .

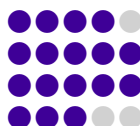
Volunteering at Yinhu Middle School

2017 (HangZhou, China)

- Taught western culture to middle school kids at Fuyang for two weeks.

LANGUAGES

English
French
Spanish
Chinese



WORK-EXPERIENCE

UrbaRiskLab (data scientist developer)

April-September 2020 (Paris, France)

- Automated analysis of amateur flood videos to determine the speed of the water discharge (Python).
- Video image processing and optical flow analysis.

Globe Trotter (Community manager)

November-December 2018 (Paris, France)

- Realization of a market study
- Develop and manage their business presence on the internet
- Make partnerships with local businesses

PROJECTS

PFE Superpixels (C++/Qt) 2020
Development of an interactive segmentation tool based on superpixels.

IS (Python/keras 2019)
Texture synthesis and object removal with deep CNNs.

Music Genre Classification (Python/kaggle 2019)
Classification of music samples into 8 different genres via deep learning.

GPCP (C++/keras 2018)
Interactive program that uses Voronoi diagrams to procedurally generate planets.

Color transfer (C++ 2018)
Color transfer implementation based on the correlation between the different color channels values. It uses a simple statistical analysis to impose one image's color characteristics on another.

Ray Tracing (C++ 2017)
Implementation from scratch of a ray tracing rendering based on BRDF lightning model

SKILLS

C++ C Python Java HTML
OpenGL Git shell LaTeX