

# MINCHAO JIANG

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## 🎓 EDUCATION

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<b>Xidian University</b> , Shaanxi, China	2023.06 – Present
<i>Master student in Software Engineering, expected June 2026</i>	
<b>Hangzhou Dianzi University</b> , Zhejiang, China	2019.09 – 2023.06
<i>B.S. in Computer Science and Technology</i>	

## ♥ HONORS AND AWARDS

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- <b>National Scholarship</b> , Ministry of Education, China	2024
- <b>First-Class Scholarship (Special Prize)</b> , Xidian University	2023
- <b>Outstanding Graduate of the Hangzhou Dianzi University</b>	2023
- <b>Admitted to Graduate Program via National Recommendation (Top 5% )</b>	2022
- <b>Zhejiang Provincial Government Scholarship</b>	2022

## 👤 INTERN EXPERIENCE

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<b>Vivo Imaging Algorithm Center</b> , Zhejiang, China	2025.05 – Present
<i>Research Intern</i> Generative Modeling & 3D Reconstruction	
<b>Tencent Games AIGC Project (IEG Group)</b>	2025.02 – 2025.05
<i>Graphics Development Intern</i>	

## 📄 RESEARCH EXPERIENCE

\* INDICATES EQUAL CONTRIBUTION

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- **VoteSplat: Hough Voting Gaussian Splatting for 3D Scene Understanding.**  
Minchao Jiang, Shunyu Jia, Jiaming Gu, Xiaoyuan Lu, Guangming Zhu, Anqi Dong, Liang Zhang.  
*In Proceedings of the IEEE/CVF International Conference on Computer Vision (ICCV)*, 2025.
  - **UE4-NeRF: Neural Radiance Field for Real-Time Rendering of Large-Scale Scene.**  
Jiaming Gu\*, Minchao Jiang\*, Hongsheng Li, Xiaoyuan Lu, Guangming Zhu, Syed Afaq Ali Shah, Liang Zhang, Mohammed Bennamoun.  
*Advances in Neural Information Processing Systems (NeurIPS)*, 2023.
  - **GS-TRP: Integrating Gaussian Splatting with Traditional Rasterization Pipeline for Enhanced Interactive Rendering.**  
Minchao Jiang, Jiaming Gu, Guangming Zhu, Xia Zhao, Xiaoyuan Lu, Liang Zhang.  
Submitted to AAAI 2025. Final review scores: 6, 5, and 3. Not accepted.
  - **PD-NeRF : A General Pseudo-Depth Supervision Method for Neural Radiance Fields.**  
Minchao Jiang, Jiaming Gu, Xiaoyuan Lu, Cong Hua, Hongsheng Li, Guangming Zhu, Liang Zhang.  
*Science China Information Sciences(SCIS)*

## PROJECT EXPERIENCE

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<b>Material-Oriented Foundation Model Construction</b>	<i>Lab Project</i>	2024.10 – 2024.12
<b>Surface Reconstruction and Relighting for Large-Scale Scenes</b>	<i>Lab Project</i>	2023.11 – 2024.03

## SKILLS AND SELF-EVALUATION

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- **Programming:** Proficient in C++ and Python; experienced with CUDA, Unreal Engine 4/5, and OpenGL.
- **Technical Expertise:** Skilled in 3DGS and NeRF; solid understanding of 3D vision, computer graphics (Games101/202), and core generative models such as VAE, Diffusion Models, Flow, and Transformers.
- **Language:** CET-6; currently preparing for IELTS. Good reading and writing ability in English academic literature.
- **Self-Evaluation:** Self-motivated and curious about emerging technologies; strong sense of responsibility, teamwork, and communication skills.

## PATENTS

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- 蒋敏超. 一种神经辐射场模型加速训练方法、装置、设备及介质 [P]. CN202310728864.4, 申请日: 2023-6-20, 授权日: 2022-10-20.
- 谷佳铭, 蒋敏超, 陆肖元. 一种降低图像拍摄要求的方法、装置、设备及介质 [P]. CN202310566422.4, 申请日: 2023-5-18, 授权日: 2022-10-03.