Zheng Shi

Website: https://zheng-shi.github.io • Phone: (401) 527-6699 • E-Mail: zhengshi@princeton.edu

Education History

2018 - Present PhD Candidate in Computer Science, advised by Prof. Felix Heide

Princeton University, Princeton, NJ

2014 - 2018 Sc.B. in Applied Mathematics, with Honor, Magna Cum Laude

Brown University, Providence, RI

Academic Honors

2018 Recipient of Rohn Truell Prize

Annual award to the most outstanding member of the graduating class concentrating in Applied Mathematics at

Brown University

Research Interests:

My research interests are in machine learning for computational photography and computer vision. I am currently working on developing specialized flat optics, such as diffractive optical elements (DOEs) and metalens, with end-to-end optimization methods for downstream vision tasks.

Publications

2024	Split-Aperture 2-in-1 Computational Cameras
4U4T	Spint-Apel tule 2-m-1 Computational Cameras

Zheng Shi*, Ilya Chugunov*, Mario Bijelic, Geoffroi Côté, Jiwoon Yeom, Qiang Fu, Hadi Amata, Wolfgang

Heidrich, Felix Heide

In submission

2024 Learned Multi-Aperture Color-Coded Optics for Snapshot Hyperspectral Imaging

Zheng Shi*, Xiong Dun*, Siyu Dong, Haoyu Wei, Xinbin Cheng, Felix Heide, Yifan Peng

In submission

Neural Single-Shot GHz FMCW Correlation Imaging

Cindy Pan, Noah Walsh, Yuxuan Zhang, Zheng Shi, Felix Heide

In submission

2022 Seeing Through Obstructions with Diffractive Cloaking

Zheng Shi, Yuval Bahat, Seung-Hwan Baek, Qiang Fu, Hadi Amata, Xiao Li, Praneeth Chakravarthula, Wolfgang

Heidrich, Felix Heide

SIGGRAPH 2022, poster at ICCP 2022

2021 Centimeter-Wave Free-Space Time-of-Flight Imaging

Seung-Hwan Baek, Noah Walsh, Ilya Chugunov, **Zheng Shi**, Felix Heide ACM Transactions on Graphics (ToG), presented at SIGGRAPH 2022

2021 Low-Cost SPAD Sensing for Non-Line-Of-Sight Tracking, Material Classification and Depth

Imaging

Clara Callenberg, Zheng Shi, Felix Heide, Matthias B. Hullin

SIGGRAPH 2021

2021 ZeroScatter: Domain Transfer for Long Distance Imaging and Vision through Scattering Media

Zheng Shi*, Ethan Tseng*, Mario Bijelic*, Werner Ritter, Felix Heide

CVPR 2021

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Experience

2023 Research Intern at Meta Reality Labs

Co-design on-sensor and post-processing algorithms for energy-efficient cameras tailored for AR glasses.

2022 Research Intern at Meta Reality Labs

Co-design DOE and reconstruction algorithm for miniature cameras used on AR glasses.

2017 Data Scientist Intern at Facebook Search Whole Page Ranking Team

Build probabilistic model to improve page ranking algorithm

2016 Data Analytics Intern at Facebook Core Ads Team

Improve the daily budge model accuracy

Teaching

2019 - Now Graduate Assistant Instructor at Princeton University

COS426: Computer Graphics, Spring 2021

• SML201: Introduction to Data Science, Fall 2019, Spring 2020, Fall 2020, Fall 2021, Fall 2022 (head TA), Spring 2023 (head TA), Fall 2023 (head TA), Spring 2024(head TA).

2016 Math Group Tutor for Linear Algebra and Honor Calculus at Brown University

2015 Grader for Introductory Calculus and Linear Algebra of Brown University

Outreach

2020 **20K** Inspirational Stories Contributor – Día de la Ciencia

Service

Reviewer for Springer Virtual Reality, Optics Express, TCI, TPAMI, TVCG, IEEE VR, Eurographics, Siggraph, Siggraph Asia, ACCV, ICCV and CVPR.

Skills

Python, TensorFlow, PyTorch, MATLAB, R, SQL, LaTex, Git