

Jinming Ren

 [marcobisky](#) |  [marcobisky.github.io](#) |  marcobisky@outlook.com |  +86 17882004164

EDUCATION

University of Electronic Science and Technology of China (UESTC) Sept 2022 — Present

University of Glasgow, Dual Degree Program Sept 2022 — Present

- **Major:** Electronic and Computer Engineering; GPA: 3.87/4.0, Ranking: 2/164 (Top 1%).
- **Relevant Coursework:** Signals and Systems, Stochastic Processes, Artificial Intelligence and Machine Learning, Information Theory, Electrodynamics, Digital Circuit Design, etc.
- **Online Course:** Abstract Algebra, Complex Analysis, Differential Geometry, Control Theory, etc.

RESEARCH

GAT-based Multi-Task RL for Robust PVT-Aware Analog Design Expected Oct.12, 2025

Research Assistant, Professor Yun Li, UESTC

- Proposed a GAT-based multi-task Reinforcement Learning framework to optimize analog circuits under diverse PVT corners.
- Modeled PVT conditions as graph nodes, enabling adaptive attention to corner-specific bottlenecks.
- Reduced specific violations by 19× and simulations by 69% on **AnalogGym** benchmarks.

System-level Co-Design of RISC-V Accelerators for TinyML at the Edge Ongoing

Research Assistant, Professor Yun Li, UESTC

- Designing and implementing hardware-accelerated TinyML kernels that are adaptable and efficient for edge computing using **Chisel**, **Verilog**, **Python** and **C++**.
- Exploring a large multi-dimensional design space using automated methods (e.g. heuristic and evolutionary algorithms) to identify optimal configurations balancing accuracy, energy, and latency.

Movable Antenna (MA) for Anti-jamming Feb 2025 — Jun 2025

Research Assistant, Professor Weidong Mei, UESTC

- Conducted a heuristic investigation into Anti-jamming through stochastic antenna movement.

PROJECTS

YOPO: You Only Pick Once – Light Object Tracking Algorithm Sept 2025

- Developed a lightweight object tracking algorithm that requires only one initial selection, successfully mitigate the intense computation of DNN forward propagation on every frame.
- Utilized NCC-based matching, adaptive kernel updating, capable of tracking objects with gradual color and size changes.

Control and Computer Vision for Autonomous Quadcopter System Feb 2025 — Jun 2025

- Developed an automatic quadrotor aircraft for objection detection, route planning, and closed-loop flight control.
- Used **ROS2** and **OpenCV** library to implement originally designed computer vision algorithms for real-time landing area detection.

Design and Visualization of a Complete Single-cycle RV32I CPU Core Jan 2025 — Mar 2025

- Designed and simulated an entire RISC-V 32-bit CPU from scratch in **Verilog** for RTL simulation and in **Digital** Software for working principle visualization.
- Supported basic peripherals: GPIOs, IIC, UART, etc.

- Implemented a simple boot ROM in assembly, minimal interrupt service for running a Linux kernel.

Adaptive Markov Entropy Source Encoding

Oct 2024 — Nov 2024

- Originally-designed the second-order Markov Adaptive Encoding (AME) to perform source coding of *the Game of Thrones* using Python and Matlab.
- Evaluated and compared the performance of AME, Huffman and Fano coding.

CNN for Embedded Systems

Feb 2024 — May 2024

- Integrated a convolutional neural network (CNN) into an MCU using C in MbedOS.
- Enabled smart fall detection, body temperature monitoring and real-time data visualization for patients.

Human Voice Recognition Smart Car

Sept 2023 — Dec 2023

- Designed and implemented a voice-controlled car on STM32F103 using C standard libraries, supporting actions such as moving forwards/backwards, turning/sliding left/right.
- Led a 4-member team in the project.

Digital Door Lock for Dormitory

Sept 2023 — Oct 2023

- Designed and implemented an embedded digital door lock system in C++ on Nucleo L432KC MCU.
- Developed basic functions include manually setting up password, automatically lock for repeated wrong passwords, OLED message displaying, etc.
- Led a 3-member team in the project.

RELEVANT SKILLS

IT Skills	Latex, Quarto Markdown, Typst, Manim, Github, Microsoft Office.
Programming	C/C++, Python, Matlab, Verilog, Chisel, RISCv Assembly.
Language	Native Chinese, Fluent English.

AWARDS

Top Academic Scholarship of UESTC (Top 5%)

Dec 2023, Dec 2024

China National Scholarship (Top 3%)

Dec 2024

First Prize: 7th National College Art Exhibition and Performance

Sept 2024