

James Hong

📍 Palo Alto, CA (and wider San Francisco Bay Area) 📞 (408) 508-8308
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objective	Looking for full-time research scientist/engineering positions in applied computer vision.	
interests	Image & Video Understanding, Generative AI Applications, Vision & Language, Weakly-Supervised Learning, Data Visualization, Scalability/Systems	
education	🎓 <i>Ph.D. in Computer Science</i> Stanford University. 2017 - June 2024 (Expected) Dissertation: <i>Fine-grained Image and Video Analysis with Limited Supervision</i> Advisor: Kayvon Fatahalian	
	🎓 <i>M.S. in Computer Science</i> Stanford University. <i>GPA: 3.96</i> 2017	
	🎓 <i>B.S. w/ honors in Computer Science</i> Stanford University. <i>GPA: 3.99</i> 2012 - 2016	
skills	Python (PyTorch, NumPy, etc.), JavaScript, C, C++, Java, Scala, Rust, L ^A T _E X, Linux, Computer Vision, NLP, Cloud Computing (GCP, AWS, Azure), Distributed Systems	
experience	<i>Research Assistant and Teaching Assistant</i> 2015 - present 🎓 Stanford University. <i>Courses taught:</i> * CS149 <i>Parallel Computing (Head TA)</i> <i>Aut '22, Aut '23</i> * CS248 <i>Interactive Computer Graphics</i> <i>Win '22</i> * CS144 & CS244 (<i>Advanced</i>) <i>Computer Networking</i> <i>Aut '15, Aut '16, Spr '17</i> * CS224D & CS224N <i>NLP with Deep Learning</i> <i>Spr '16, Win '17</i> * CS161 <i>Design and Analysis of Algorithms</i> <i>Win '16, Sum '18</i> <i>Research Intern</i> 2020 🏢 Adobe, San Francisco, CA. <i>Creative Intelligence Lab</i> <i>Software Engineering Intern</i> 2016, 2017 🌐 Rubrik, Palo Alto, CA. <i>Security</i> <i>Software Engineering Intern</i> 2015 🌐 LinkedIn, Mountain View, CA. <i>Data Analytics Infrastructure</i> <i>Software Development Intern</i> 2014 🎮 PlayStation, San Francisco, CA. <i>Experimentation Platform</i>	
selected projects	<i>Learning Subject-Aware Cropping by Outpainting Professional Photos</i> Generative AI to augment unlabeled stock photos to learn qualities of composition. AAAI '24 <i>Learning to Place Objects into Scenes by Hallucinating Scenes around Objects</i> Understanding plausible object locations in the real world. SyntheticData4ML @ NeurIPS, '23 <i>Spotting Temporally Precise, Fine-Grained Events in Video</i> Efficient neural networks to find events in broadcast sports video within a single frame. ECCV '22 <i>Video Pose Distillation for Fine-Grained, Sports Action Recognition</i> Learning robust human pose features with weak-supervision over large video collections. ICCV '21 <i>Analysis of Who and What Appears in 300,000 Hours of US TV News</i> Computer vision to analyze video at scale. See our demo at: https://tvnews.stanford.edu . KDD '21 <i>Puffer: A Research Platform for Video Streaming</i> Adaptive video streaming. IRTF Applied Networking Research Prize. NSDI '20 <i>Bark: Securing the IoT with Default-Off Networking and Access Control</i> IoTDI '18 <i>Beetle: Flexible Communication for Bluetooth Low Energy</i> MobiSys '16	
coursework	Deep Learning for Computer Vision (CS231N) NLP w/ Deep Learning (CS224N & CS224D) Theoretical Perspective on ML (CS369L) Convex Optimization I (EE364A) Graph Algorithms (CS267) Randomized Algorithms (CS265) Advanced Algorithms (CS261) Cryptography (CS255) Computer and Network Security (CS155)	Mining Massive Data Sets (CS246 & CS341) Information Retrieval and Web Search (CS276) Database System Principles (CS245) Advanced Operating Systems (CS240 & CS140) Advanced Networking (CS244 & CS144) Distributed Systems (CS244B) Program Analysis and Optimization (CS243) Programming Languages (CS242) Compilers (CS143)
awards	Adobe Research Fellowship Finalist, <i>Adobe Inc.</i> 2022 Brown Institute for Media Innovation Grant, <i>Stanford University</i> 2018 B.S. conferred with Distinction (top 15%), <i>Stanford University</i> 2016 Tau Beta Pi, <i>Stanford University</i> 2015 President's Award for Academic Excellence, <i>Stanford University</i> 2013	