Boya PENG

EMAIL: boya@stanford.edu   WEBSITE: emmabypeng.github.io   PHONE: (650) 272-8720

EDUCATION

SEPT 2015 - Present	**Stanford University**, Stanford, CA *M.S. Candidate, Computer Science* *Relevant Coursework*: Machine Learning, Independent Study in Deep Learning
SEPT 2012 - JUNE 2015	**The University of Hong Kong**, Hong Kong *B.Eng. Computer Science*, GPA: 3.81, CLASS RANKING: 1st/42 *Relevant Coursework*: Machine Learning, Computer Vision, Programming Languages, Compilers, Computer Networks, Software Engineering, Databases
SEPT 2013 - DEC 2013	**University of California, San Diego**, San Diego, CA *Exchange Student, Computer Science*, GPA: 4.0 *Relevant Coursework*: Operating Systems, Algorithms, Object-Oriented Programming

EXPERIENCE

OCT 2015 - PRESENT	**Intelligent Hand Hygiene Support** *Stanford University, Research Assistant, Computer Vision Lab* › Trained a CNN to detect whether hand hygiene occurs in a video frame. Explored a pose-based approach that provides additional information of which person is performing the action. › Publication: **Vision-Based Hand Hygiene Monitoring in Hospital**. Serena Yeung, Alexandre Alahi, Zelun Luo, Boya Peng, Albert Haque, Amit Singh, Terry Platchek, Arnold Milstein, Li Fei-Fei. NIPS 2015.
JUNE 2015 - AUG 2015	**Qifun Network Co., Ltd.**, *Machine Learning Intern* *Shenzhen, China* › Developed machine learning frameworks using Spark for game telemetry data. Created a data processor for data cleaning. › Helped built a game log analysis tool for data cleaning using Spark, HDFS and Hive.
FEB 2015 - MAY 2015	**Compositionality and Modularity at Last!** *The University of Hong Kong, Research Assistant* › Presented a simple technique that allows non-trivial, but compositional interpretations of DSLs to be expressed in a fully modular way using folds.
JUNE 2014 - Sept 2014	**Channel Mobility Incurred Source Routing in Cognitive Radio Networks**, *The University of Hong Kong, Research Assistant* › Proposed a routing game that combined channel switching and route re-selection based on algorithmic game theory. › Designed an algorithm to simulate the Fictitious Play process.

Technical Skills

Languages:	Java, Haskell, Scala, Python, C, C++, Lua
Web:	HTML, CSS, PHP, Javascript
OS:	Mac OS X, Ubuntu, Windows
Tools:	Spark, Torch, Git, Mecurial, Maven, LaTeX, mySQL, Microsoft Office

Scholarships and Awards

Jan 2015	HKMA Information Technology Management Club Scholarship 2014-2015
Nov 2014	Dean's Honors List 2013-2014
Oct 2014	Institute of Electrical and Electronics Engineers (Hong Kong Section) Prize 2013-2014
May 2014	Undergraduate Research Fellowship Program 2014
Nov 2013	Dean's Honors List 2012-2013
Oct 2013	HKUWW Scholarship (Exchange Studies at University of California, San Diego), 2013-2014
Oct 2013	Ho Fook's Prize in Engineering 2012-2013
Oct 2013	Walter Brown Memorial Prize in Mathematics 2012-2013