# Emma Boya Peng

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## Education

- **Stanford University** — **Stanford, CA**
  *M.S. Candidate, Computer Science (AI). GPA: 4.07/4.0* — *Sept 2015 - Present*
- **The University of Hong Kong** — **Hong Kong**
  *B.Eng. Computer Science. GPA: 3.81/4.3* — *Sept 2012 - June 2015*

## Publications

- **Unsupervised Learning of Long-Term Motion Dynamics for Videos** — **CVPR**
  *Zelun Luo*, **Boya Peng***, De-An Huang, Alexandre Alahi, Li Fei-Fei (*=equal contribution)* — *2017*
- **Towards Viewpoint Invariant 3D Human Pose Estimation** — **ECCV**
  *Albert Haque, **Boya Peng**, Zelun Luo, Alexandre Alahi, Serena Yeung, Li Fei-Fei* — *2016*
- **Vision-Based Hand Hygiene Monitoring in Hospital** — **NIPS Workshop**
  *Serena Yeung, Alexandre Alahi, Zelun Luo, **Boya Peng**, Albert Haque, Li Fei-Fei* — *2016*

## Experience

- **Graduate Teaching Assistant** — **Stanford, CA**
  *Stanford University, CS224N: Natural Language Processing with Deep Learning.* — *Jan 2017 - Present*
- **Research Assistant** — **Stanford, CA**
  *Stanford University, Computer Vision Lab* — *Sept 2016 - Present*
  - Unsupervised Learning of Video Representations: we present an unsupervised representation learning approach that compactly encodes the motion dependencies in videos. We demonstrate the effectiveness of our learned temporal representations on activity classification across multiple modalities.
- **Software Development Intern (NLP)** — **Palo Alto, CA**
  *A9.com, Product Search* — *June 2016 - Sept 2016*
  - Developed a deep sequence to sequence neural language model to generate relevant queries for Amazon products to improve matching and ranking using TensorFlow.
- **Research Assistant** — **Stanford, CA**
  *Stanford University, Computer Vision Lab* — *Oct 2015 - June 2016*
  - DeepAnnotator: built an interactive video annotation web interface using React and Flask.
  - Discriminatory Image Captioning: built an image captioning model that generates more descriptive captions by enforcing the alignments between images and generated captions while penalizing misaligned pairs.
  - 3D Human Pose Estimation: proposed an approach that leverages a convolutional and recurrent network with a top-down error feedback mechanism to self-correct previous pose estimates in an end-to-end manner.
- **Machine Learning Intern** — **Shenzhen, China**
  *Qifun Network Co* — *June 2015 - Aug 2015*
  - Developed random forest models using Spark to predict user behavior from game telemetry data.
  - Built a game log analysis tool for data processing.

## Honors and Awards

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