JAMES ENOUEN

120 E Norwich Avenue, Columbus, OH 43201 | 1-(513)-288-5741 | enouen.8@buckeyemail.osu.edu

RESEARCH INTERESTS

Machine learning to provide statistical grounds for all varieties of artificial intelligence
Data visualization to provide interpretable results (from deep learning and other domains)
Intelligent agents which unite artificial intelligence from multiple domains
Verifying and improving deep learning practices

EDUCATION

[The Ohio State University, Columbus, OH]
[B.S. in Computer Science and Engineering] **[2020]**
[Specialization: Artificial Intelligence]
[Honors: College of Engineering Honors Distinction]

[The Ohio State University, Columbus, OH]
[Bachelors of Honors Mathematics] **[2020]**
[Honors Distinction in Mathematics]

[William Mason High School, Mason, OH]
[High School Diploma] **[2016]**
[Honors Distinction]

AWARDS

[Maximus Scholarship, *The Ohio State University*] [2016] – [2020]
[FEH Gracious Professionalism Award] [2017]
[Goldstein Math Scholarship] [2018] – [2019]
[Rasor-Bareis-Gordon Exam Prize] [2019]

TEACHING EXPERIENCE

[The Ohio State University, Columbus, OH]
[Tutor at Ohio State's MSLC] **[2018]**
[Teaching Calculus to fellow undergraduates at Ohio State's Mathematics and Statistics Learning Center]

RELATED EXPERIENCE

-Proficiency with: Java, C++, Python, MatLab
-Experience with: HTML, JavaScript, and SQL

PUBLICATIONS AND PAPERS

[Hierarchical Semantic Labeling With Adaptive Confidence – ISVC 2019]

LANGUAGES

[English – native language]
[Spanish – speak, read, and write with basic competence]

PAST COURSES

-Automata and Formal Languages
-Survey of Artificial Intelligence
-Machine Learning
-Neural Networks
-Applied Algebraic Topology

UPCOMING COURSES

-Data Visualization
-Computer Vision
-Natural Language Processing
-Mathematics of Data Science

COMPLETED PROJECTS

-Program which simulated growth in an insect population and portrayed aspects of Darwin's evolution theory
-Picture editing software based upon manipulating coloration of pixel arrays
-Gaming software which implemented arrays of enemies and projectiles as well as timers to create a real-time platforming experience (completed collaboratively utilizing a professional code sharing platform and following strict code cleanliness guidelines)
-Creation of pixel-by-pixel display for data visualization for personal math research as well as neural network evolution
-Investigation of algorithmic complexity of modeling and solving certain classes of puzzle games
-Designed and developed, with a team of peers, a functional robot to complete tasks from an assigned course of obstacles
-Exploration of the relationship between the dynamics of extended training of deep neural networks and the architectural features (depth and width) of the network
-Integrating semantic relationships into state-of-the-art image detection networks (convolutional neural networks) to achieve higher fidelity on predicted labels through adaptable confidence measure