JAMES ENOUEN

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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 both data and models from multiple domains
Verifying and improving deep learning practices

EDUCATION

[University of Southern California, Los Angeles, CA]
[Ph.D. in Computer Science] **[2025]**

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

AWARDS

[Viterbi School of Engineering Graduate School Fellowship] [2020] – [2024]
[Maximus Scholarship, *The Ohio State University*] [2016] – [2020]
[FEH Gracious Professionalism Award] [2017]
[Goldstein Math Scholarship] [2018] – [2019]
[Rasor-Bareis-Gordon Mathematics Exam Prize] [2019]

TEACHING EXPERIENCE

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

PROGRAMMING LANGUAGE EXPERIENCE

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

PUBLICATIONS AND PAPERS

[Hierarchical Classification with Confidence using Generalized Logits – ICPR 2021]
[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
-Data Visualization
-Computer Vision
-Mathematics of Data Science

COMPLETED PROJECTS

-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 2'x2' 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