James William Hennessey

EngD (PhD) Student, University College London

Contact Information

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Education

University College London, London
EngD Virtual Environments, Imaging and Visualisation **09/2013 – Present**

University College London, London
Distinction, MSc Computer Science **09/2011 – 09/2012**

University of Leeds, Leeds
1st, BA New Media **09/2008 – 06/2011**

Honours and Awards

Rabin Ezra Scholarship, *Rabin Ezra Scholarship Trust* **01/2017**

Peter Williams Prize, *University College London* **11/2012**

Enterprise Scholarship, *University of Leeds* **12/2010**

Professional Experience

Disney Research, Los Angeles
Lab Associate **06/2017 – 10/2017**
Developing real-time facial appearance capture and rendering technologies for digital doubles. Work is in collaboration with the Interactive Graphics Group led by Kenny Mitchell.

Adobe Research, San Francisco
Research Intern **06/2016 – 09/2016**
Developed a method for transferring parametric image-based edits for multi-channel compositing for Photoshop 3D. The work was published at SIGGRAPH Asia 2017.

Adobe Research, Seattle
Research Intern **06/2015 – 09/2015**
Developed a method for generating sketching tutorials for a user specified 3D model. The work was published at i3D '17 and has a patent pending.

University College London, London
Postgraduate Teaching Assistant **01/2014 – Present**
Teaching assistant, project supervisor and marker for modules: Image Processing (GV12), Robotics Programming (COMP105P), Apps Design (GC02) and Software Engineering (GC22).

Publications

James W. Hennessey, Wilmot Li, Bryan Russell, Eli Shechtman, and Niloy J. Mitra. 2017. Transferring Image-based Edits for Multi-Channel Compositing. *ACM Trans. Graph (Proceedings of SIGGRAPH Asia 2017)*, 36, 6, Article 179, 16 pages.

James W. Hennessey, Han Liu, Holger Winnemöller, Mira Dontcheva, and Niloy J. Mitra. 2017. How2Sketch: generating easy-to-follow tutorials for sketching 3D objects. *In Proceedings of the 21st ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games*, Article 8, 11 pages.

James W. Hennessey and Niloy J. Mitra. 2015. An Image Degradation Model for Depth-augmented Image Editing. *Computer Graphics Forum (Proceedings of Eurographics Symposium on Geometry Processing 2015)* 34(5): 191-199.

Patents

Winnemöller, H., Mitra, N.J. Dontcheva, M., and Hennessey, J.W., Providing a Tutorial for Drawing a Scaffold to Guide a Drawing of a Three Dimensional Object. *US Patent Pending, Submitted 2017.*

Open-Source

phpInsight, Sentiment Analysis in PHP *github.com/JWHennessey/phpInsight*
A text sentiment classifier in PHP designed for analysing social media. The classifier uses a 'bag-of-words' approach and classifies text as positive, negative or neutral. It was initially developed as part of my undergraduate thesis, then as Social Insight Ltd, but I later released it under a GPL licence.

Skills

I predominantly program in C++, Matlab and Python. I have experience with libraries and standards commonly used in computer graphics and vision e.g. OpenGL, OpenCV, Eigen, Ceres, IGL. I also have experience working with 3D modelling software e.g. Maya, Blender, Vray.