

Ajjen Joshi

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ABOUT

PHD CANDIDATE

**DEPT. OF COMPUTER SCIENCE,
BOSTON UNIVERSITY**
expected May 2018
Research Interests in Computer
Vision, Machine Learning and
Human Computer Interaction

EDUCATION

BOSTON UNIVERSITY

MS IN COMPUTER SCIENCE
August 2014 | Boston, MA
GPA: 3.90/4.0

CONNECTICUT COLLEGE

**BA IN COMPUTER SCIENCE AND
ARCHITECTURAL STUDIES**
May 2012 | New London, CT
GPA: 3.96 / 4.0 (Summa Cum Laude)

ST. XAVIER'S SCHOOL

HIGH SCHOOL DIPLOMA
May 2007 | Kathmandu, Nepal
Rank: 1/108

COURSEWORK

GRADUATE

Machine Learning
Image and Video Computing
Computer Graphics
Data Mining
Randomized Algorithms

UNDERGRADUATE

Web and Mobile Computing
Artificial Intelligence
Multimedia Processing
Database Systems
Graphics and Virtual Environments

SKILLS

PROGRAMMING

Java • Python • C++ • Matlab
HTML/CSS • PHP • MySQL
Processing

DEEP LEARNING

Caffe • TensorFlow

EXTRACURRICULARS

AJJENJOSHI.COM

Visual Creative

SELECTED PUBLICATIONS

- [1] Ajjen Joshi, S. Ghosh, H. Pfister. Hierarchical Bayesian Neural Networks for Personalized Gesture Recognition. Current
- [2] Ajjen Joshi, L. Tickle-Degnen, S. Gunnery, T. Ellis, M. Betke. Predicting Active Facial Expressivity in People with Parkinson's Disease. International Conference on Pervasive Technologies Related to Assistive Environments (PETRA), 2016. Oral.
- [3] A. Kurauchi, W. Feng, Ajjen Joshi, C. Morimoto, M. Betke. EyeSwipe: Dwell-free Text Entry Using Gaze Paths. ACM Conference on Human Factors in Computing Systems (CHI), 2016. Oral.
- [4] H. Le, Ajjen Joshi, M. Betke. b3.js: A Library for Interactive Virtual Reality Web 3D Graphs. IEEE Virtual Reality (VR), 2016. Research Demo.
- [5] Ajjen Joshi, C. Monnier, M. Betke, S. Sclaroff. A Random Forest Approach to Segmenting and Classifying Gestures. IEEE International Conference on Automatic Face and Gesture Recognition (AFGR), 2015. Oral.

WORK EXPERIENCE

ADOBE CREATIVE TECHNOLOGIES LAB | RESEARCH INTERN

Summer 2016 | Cambridge, MA

- Explored a deep learning solution to automatically generating inbetween frames in hand-drawn 2D animation. Advised by Masha Shugrina

DISNEY RESEARCH | RESEARCH INTERN

Summer 2015 | Cambridge, MA

- Implemented a prototype gesture recognition system based on glove sensor data. Advised by Dr. Hanspeter Pfister, Dr. Soumya Ghosh

BROWN UNIVERSITY | RESEARCH INTERN

Summer 2011 | Providence, RI

- Created interactive multimedia installations using the Kinect. Advised by Dr. Todd Winkler

TEACHING EXPERIENCE

ARTIFICIAL INTELLIGENCE | BOSTON UNIVERSITY CS440

Senior Undergraduate Course on Artificial Intelligence | Spring 2016

IMAGE AND VIDEO COMPUTING | BOSTON UNIVERSITY CS585

Graduate Level Course on Computer Vision | Fall 2014

APPLICATION PROGRAMMING | BOSTON UNIVERSITY CS108

Introductory Course on Computer Programming | Fall 2013

AWARDS

- 2016 NSF PETRA Doctoral Consortium Award
2015 Boston University Outstanding Teaching Fellow
2012 Phi Beta Kappa
2012 Architectural Studies Award for Outstanding Senior
2011 Connecticut College Winthrop Scholar
2010 Recipient of Keck Research Grant