

Leron Julian

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RESEARCH INTERESTS

Computer Vision, Computational Photography, Machine and Deep Learning.

EDUCATION

- 2019 - 2024 PhD (Electrical & Computer Engineering) at **Carnegie Mellon University**
Advisor: Aswin Sankaranarayanan
Thesis: Computational Imaging For Precise Prediction of Solar Irradiance.
- 2019 - 2022 M.S. (Electrical & Computer Engineering) at **Carnegie Mellon University**
- 2015 - 2019 B.S. (Computer Science) at **Morehouse College**

EXPERIENCE

- Carnegie Mellon University**, *Graduate Research Assistant* August 2019 - Present
- Using computer vision and deep-learning-based predictive methods to forecast the availability of solar irradiance by imaging the spatial and temporal dynamics of atmospheric conditions.
 - Developing novel computational imaging systems.
- Samsung Research America**, *Computer Vision Research Intern* June 2023 - August 2023
- Pioneered a proof of concept using Neural Radiance Fields (NeRF) to develop a real-time immersive telepresence application using a single monocular camera.
- Idaho National Laboratory**, *Data Analyst Intern* June 2019 - August 2019
- Enhanced predictive maintenance efficiency by developing regression-based machine learning models to automate crack length prediction given piezoelectric sensor data and constant fatigue loading profiles.
 - Implemented this model in an online monitoring of Nuclear Power Plant assets such as generators; resulting in increased operational effectiveness.
- NBCUniversal**, *Software Engineer Intern* June 2018 - August 2018
- Revamped larger scale CNBC website from legacy PHP and MySQL to modern technologies including Node.js, JavaScript, GraphQL, MongoDB, and React.js, with focus on improving UI/UX elements.

PUBLICATIONS

- Julian, Leron et al. (2018). “The Development of a Conversational Agent Mentor Interface Using Short Message Service (SMS)”. In: *Proceedings of the 2018 ACM SIGMIS Conference on Computers and People Research*. Association for Computing Machinery.
- Julian, Leron and Aswin C. Sankaranarayanan (2021). “Precise Forecasting of Sky Images Using Spatial Warping”. In: *ICCV Workshop on Physics-based Vision meets Deep Learning*.

PROJECTS

Enhanced Interaction Using Eye-Tracking For Virtual Reality Scene

- Improved interactions between users and objects within virtual and mixed-reality scenes using eye-tracking and the Meta Quest Pro headset.
- Developed using Unity and C# programming language.

Dynamic Graphs For Point Cloud Completion

- Improved point cloud completion (inpainting) using a Dynamic Graphs.
- Added k-NN dynamic graphs into the learning pipeline as a prior to model the overall structure of the input, resulting in a more accurate reconstructed point cloud.
- Implemented using PyTorch and PyTorch3D.

Novel View Synthesis of Transparent Objects using NeRF

- Improved traditional Neural Radiance Fields (NeRF) for novel view synthesis of transparent objects using shape from distortion and shape refinement.

Color-Filtered Aperture for Image Depth Segmentation

- Used an RGB coded aperture to capture a depth image (RGB-D) in a single image capture
- Developed using Unity and C# programming language.

Semi-Supervised Learning For Image Classification

- Investigated the effects that traditional regularization and consistency regularization methods had on performance of the self-training semi-supervised learning (SSL)
- Tested model on MNIST and STL-10 Datasets

SKILLS

Python (Proficient - 9 years of experience)	C++ (Proficient - 9 years of experience)
MATLAB (5 years of experience)	Java
R	HTML/CSS/JavaScript
Pytorch (5 years of experience)	TensorFlow
Blender	Unity

TEACHING

CMU-18661 Machine Learning for Engineers Morehouse-CSC160 Programming 2 (C++)
C-SCORE (Python and Computer Vision)

GRADUATE COURSEWORK

Intro to XR systems	Intermediate Optics
Sports Technology	Learning Based 3D Computer Vision
Geometry-Based Vision	Estimation, Detection & Learning
Computational Photography	Machine Learning
Convex Optimization	Computer Vision
Image & Video Processing	