Brandon Leung

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Citizenship: United States

EDUCATION

University of California, San Diego (UCSD)

Sep. 2015 - Dec. 2021 (Expected)

- Current M.S. student in Machine Learning & Data Science, expected graduation December 2021. GPA 3.86/4.
- B.Sc. in Computer Science, graduated August 2019. GPA 3.88/4 (Magna Cum Laude, with highest distinction).

Relevant coursework: Statistical Machine Learning, Computer Vision, Probability & Statistics, Linear Algebra, Recommender Systems, Robotics Planning/Learning/Sensing, Algorithm Analysis/Design, Operating Systems, Computer Networking, Computer Security, Theory of Computation, Computer Architecture.

RESEARCH INTERESTS & EXPERIENCE

- 2D Computer Vision (recognition, detection, semantic segmentation).
- 3D Computer Vision (recognition, detection, single view reconstruction, 3D completion).
- Deep Learning (unsupervised learning, adversarial attacks, continual learning, long-tailed learning, robustness, network distillation).
- Transfer Learning (low-shot learning, meta learning, transfer learning, domain adaptation).
- NLP (sentiment analysis, clustering, style transfer, generative modeling).
- Statistics/Data Science (Bayesian & Frequentist statistical modeling, regression models, hypothesis testing).

SIGNIFICANT PROJECTS

- Drone Flight Dataset for Neural Network Classification Robustness [details] Sep. 2018 – Present Project leader & main developer of a novel drone flight system, recruiting 13 to collect a 120,000 image dataset. Published to CVPR; conducted experiments showing severe vulnerabilities (30% drop) in neural networks like ResNet to pose & camera shake. Extensively used Python, PyTorch, OpenCV, and ROS in an Ubuntu environment.
- Refining Single View 3D Reconstructions with Self-Supervised Machine Learning [details] Jan. 2021 - Present
- Developed a novel neural network refinement algorithm to generate 3D meshes from a single image.
- Used self-supervised learning & symmetry regularization; beats state-of-the-art (up to 47%), across many datasets.

Self-Driving Cars using 2D/3D Action and Explanation Prediction [details] Feb. 2021 – Present

- Guided formulation & development of a model fusing 2D images & 3D pointclouds for self-driving car navigation.
- 2D & 3D explanations from Faster R-CNN & MVX-Net are jointly predicted with actions, justifying model decisions.
- Annotated new action & explanation annotations labels from Amazon Turk to add to the Waymo Open dataset.
- Statistical Linguistic Analysis for User Chat Message Logs [details]
- Built an interactive dashboard to analyze user chat logs and describe their linguistic behavior.
- Applied NLP transformer models (RoBERTa, GPT-2) to sentiment analysis, clustering, style transfer, & generation.
- Developed with Voilà. Tested with pytest and documented with Sphinx. Deployed using AWS (EC2 and S3).

Domain Adaptation for Real-World Single View 3D Reconstruction [details]

- Studied the application of several domain adaptation methods (MMD, Deep CORAL, DANN) to 3D reconstruction.
- Proposed a new architecture, involving multitask learning with domain adversarial learning.

Review and Unification of Unsupervised Domain Adaptation [details]

- Formulated a unified taxonomy to generalize methods in the unsupervised domain adaptation literature.
- Critically analyzed Contrastive Adaptation Networks, indicating areas of modification to improve it.

Connect Four AI Using Reinforcement Learning [details]

- Developed an AI to play Connect Four, using Q-Learning and Monte-Carlo policy iteration.
- Formally described the game as a Markov decision process; generated episodes using self-play.

SELECTED PUBLICATIONS

- Leung, B.*, Ho, C. H.*, Sandstrom, E., Chang, Y., & Vasconcelos, N. (2019). Catastrophic child's play: Easy to perform, hard to defend adversarial attacks. In Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR).
- Leung, B., et.al. (2021). Black-box test-time shape refinement for single view 3d reconstruction. ArXiv: 2108.09911, MS Thesis in progress
- Leung, B., Singh, S., & Horodniceanu, A. (2020). Domain adaptation for real-world single view 3d reconstruction. <u>ArXiv:2108.10972</u>
- Leung, B., Ho, C. H., Persekian, A., Orozco, D., Chang, Y., Sandstrom, E., Liu, B., & Vasconcelos, N. (2019). Oowl500: Overcoming dataset collection bias in the wild. ArXiv:2108.10992

Feb. 2021 – Jul. 2021

Jun. 2020 – Dec. 2020

Jul. 2020 – Nov. 2020

Mar. 2020 - Jun. 2020

PROFESSIONAL EXPERIENCE

Graduate Student Researcher Statistical Visual Computing Lab, UCSD Jun. 2017 – Present

 Researching machine learning & computer vision under Prof. Nuno Vasconcelos, with a focus in 2D/3D detection, domain adaptation, GANs, 3D reconstruction, self-supervised learning, and explainable neural networks.

Software Engineer, Intern

• Developed internal quality control programs in Java for a R&D/fabrication company specializing in CMOS image sensors used in smartphone cameras and car backup cameras.

Himax Imaging

Summers 2015 & 2016

AWARDS

- NSF Graduate Research Fellowship, Mar. 2020.
- Sloan Foundation Graduate Fellowship, Sep. 2019.
- STARS Graduate Fellowship, Sep. 2019.
- UCSD ECE Departmental Graduate Fellowship, Sep. 2019.
- UCSD Undergraduate Research Award, awarded to 2 graduating UCSD ECE students each year, May 2019.
- Qualcomm Alumni Scholarship, Sep. 2018.
- NSF REU Research Grant, Sep. 2018.
- Phi Beta Kappa Academic Honor Society Inductee, Jun. 2018.
- Ledell Research Scholarship for Science and Engineering, Jun. 2018.
- Caledonian Honor Society Inductee, Muir College at UCSD, May 2018.
- University of California LEADS Scholarship, Apr. 2017.

TEACHING EXPERIENCE

TA, Data Science Theoretical Foundations II	UCSD	Fall Quarter 2018
 DSC 40A, with Professor Janine Tiefenbruck. 		
TA, Data Science Theoretical Foundations II	UCSD	Spring Quarter 2018
 DSC 40B, with Professor Janine Tiefenbruck. 		
TA, Introduction to Programming Java	UCSD	Winter Quarter 2018
 CSE 8A, with Professor Christine Alvarado. 		

Additional Experience

IT Technician	UCSD	Aug. 2016 – Feb. 2017
 Provided tier 1 networking, software, and hardware 	are IT support for the over 35,000 st	udents and staff at UCSD.

- RMA Technician
 Alpha Networks
 Summer 2014
- Troubleshot and repaired routers, modems, switches, and other networking components at Alpha Network's RMA division.

OUTREACH & MENTORSHIP

SRIP Research Mentor	UCSD	Summers 2018 – 2021		
 Mentored students in the Spring/Summer Research Intern Program (SRIP) in computer vision research. 				
GEAR Research Mentor	UCSD	2019 – 2020		
Mentored students in Guided Engineering Apprenticeship in Research (GEAR) program in computer vision research.				
ENLACE Research Mentor	UCSD	Summers 2018 & 2019		
Mentored students in ENLACE, a high school outreach program promoting diversity in research, especially in Hispanic				

communities.

- Conference Reviewer: ICCV 2021, CVPR 2021, ECCV 2020 Workshop on Imbalance Problems in Computer Vision (IPCV).
- Volunteer & Staff Member: CVPR 2020 Area Chair Meeting, San Diego

TECHNICAL SKILLS

- Expertise in: Python, PyTorch, PyTorch3D, OpenCV, Numpy, Pandas, Plotly, Jupyter Notebooks, pytest, Sphinx, Bash, Docker, Kubernetes, Vim.
- Experience with: Java, C, HTML/CSS, JavaScript, AWS, Matlab, Amazon Turk.

LANGUAGES

English, Cantonese.