

ANH TRUONG

358 Serra Mall, Room 398
Stanford, CA 94305

Computer Science Department
Stanford University
anhit92@cs.stanford.edu

EDUCATION

- 9/2018 - present **Stanford University**
PhD student in Computer Science
Advised by Maneesh Agrawala
- 2015 **Stanford University**
Master of Science in Engineering
Computer Science, Mobile and Internet Computing Focus
- 2014 **Stanford University**
Bachelor of Science in Engineering
Computer Science, Human Computer Interaction Focus

PUBLICATIONS

- 2019 A Tool for Navigating and Editing 360 Video of Social Conversations into Shareable Highlights
Anh Truong, Maneesh Agrawala
Graphics Interface 2019
- 2019 How to Design Voice Based Navigation for How-To Videos
Minsuk Chang, Anh Truong, Oliver Wang, Juho Kim
ACM Conference on Human Factors in Computing Systems (CHI)
- 2018 Extracting Regular FOV Shots from 360 Event Footage
Anh Truong, Sara Chen, Ersin Yumer, David Salesin, Wilmot Li
ACM Conference on Human Factors in Computing Systems (CHI)
- 2017 Submodular Trajectory Optimization for Aerial 3D Scanning
Mike Roberts, Debadeepta Dey, Anh Truong, Sudipta Sinha, Shital Shah, Ashish Kapoor, Pat Hanrahan, Neel Joshi
International Conference on Computer Vision (ICCV)
- 2017 Computational Video Editing for Dialogue-Driven Scenes
Mackenzie Leake, Abe Davis, Anh Truong, Maneesh Agrawala
ACM Transactions on Graphics 36 (SIGGRAPH 2017)

- 2016 **QuickCut: An Interactive Tool for Editing Narrated Video**
 Anh Truong, Floraine Berthouzoz, Wilmot Li, Maneesh Agrawala
29th ACM User Interface Software and Technology Symposium (UIST)
- 2015 **An Interactive Tool for Designing Quadrotor Camera Shots** Niels Joubert*,
 Mike Roberts*, Anh Truong, Floraine Berthouzoz, Pat Hanrahan
ACM Transactions on Graphics 24 (SIGGRAPH Asia 2015)
Featured in the SIGGRAPH Asia 2015 Technical Papers Trailer

WORK EXPERIENCE

- 3/2016–
9/2018 **Adobe Systems**
 Research Apprentice, Creative Intelligence Lab
- Led and contributed to various research projects for publication at top tier conferences such as SIGGRAPH and UIST.
 - Contributed service to lab initiatives such as women’s lunches, retreats, the scholarship and fellowship and more.
 - Served as the primary or secondary mentor for research interns in summer 2017 & 2018.
- 9/2014–
1/2016 **Stanford Computer Graphics Laboratory**
 Research Assistant
- Designed and built the front end for the quadrotor camera shot planning tool (see Joubert 2015 above).
 - Led the Quickcut project on editing narrated video using time aligned transcripts.
- Summer
2015 **Splunk Inc.**
 Frontend Engineering Intern
- Built and shipped multiple interfaces and features for the Distributed Management Console used to monitor distributed, multi-instance deployments of Splunk.
 - Contributed to refactoring parts of the code base.
- 2/2015–
6/2015 **Adobe Systems**
 Creative Technology Lab Intern
- Extended the drone shot preplanning tool (see Joubert 2015 above) to enable users to dynamically modify preplanned flight paths in real time as the drone is in the air.
- 2/2014–
9/2014 **WhosHere Inc.**
 Software Engineering Intern
- Built various features for a chat application on both iOS and Android using a cross platform software called Xamarin.
 - Refactored client code base for testability and built client-side unit and integration test suite.
 - Debugged major application web socket connectivity issues on the backend.

- Summer 2013 **Stanford University**
CURIS Intern
- Built an app to enable users to create interactive narratives by tying in location and temporal data with traditional photos and text content.
 - Designed and implemented an interactive math whiteboard widget for a digital textbook platform based on principles in education research.
- 3/2013–8/2013 **Stanford MobiSocial Labs**
Research Assistant
- Organized the Imagine Mobile Video Competition to encourage interest in computer science amongst middle and high school.
- Summer 2012 **Appirits Inc.**
Software Engineering Intern
- Implemented a guild chat server for a multiplayer online role-playing game.

AWARDS

- 2019 **Magic Grant**
Brown Institute for Media Innovation
- 2014 **Class of 2014 Stanford Award of Excellence**
Stanford Alumni Association (10% of graduating class)
- 2013 **Riddell Fund Grant**
Stanford Residential Education

TEACHING AND MENTORSHIP

- 2019 **CS448M: Making Making Machines for Makers**
Course Assistant
- 2017 – 2018 **Adobe Research Summer Internship**
Mentor
- Advised a successfully published research project.
 - Served as primary mentor to two students and secondary mentor to two others.

REVIEWING EXPERIENCE

ACM User Interface Software and Technology Symposium (UIST)
Technical Papers: 2019, 2018, 2016

ACM Conference on Human Factors in Computing Systems (CHI)
Technical Papers: 2019, 2018

ACM Creativity and Cognition

Posters: 2019

ACM Transactions on Multimedia Computing, Communications, and Applications (TOMM)

Technical Papers: 2018

SERVICE AND LEADERSHIP

2016 –
present

Berthouzoz Women in Research Lunch at SIGGRAPH

Co-organizer

- Handled logistics, fundraising and outreach for a lunchtime speaker event for 70-100 women in computer graphics research at SIGGRAPH.

2016

Adobe + Stanford Futures Retreat

Adobe Organizer

2016

Girls Who Code

Mentor

2016

Stanford d.school Novice Hackathon

Technical Mentor

2015

Castilleja School Girls Hackathon

Design & Technical Mentor

2011–
2014

Stanford Listen to the Silence, Asian American Issues Conference

Co-chair (2014); Workshops Co-chair (2011-2013)

- As co-chair, Led a team of 40 students in organizing a large-scale, \$20,000 conference for community education on Asian American issues with over 600 attendees from all over the USA.

2010–
2013

Stanford Vietnamese Student Association, Northern California United
Vietnamese Student Association

Intercollegiate Council Representative (2012, 2013); Freshman Intern (2010)

2010–
2013

Stanford Asian American Activist Committee

Webmaster (2011-2013); General Core (2010-2013)

INVITED TALKS

2017

Computational Tools for Video Editing

TWIT.tv, Nov 2017

Unity SF, Sept 2017

2016

Stanford-Berkeley Women in CS/EE Research Meetup

Industry Panelist

PRESS COVERAGE

- 2017 Adobe and Stanford just taught AI to edit videos – with impressive results, *Digital Trends*
- AI film editor can cut scenes in seconds to suit your style, *Engadget*
- Tedious Film Editing Could Soon Become a Thing of the Past, *TrendinTech*
- Editing time slashed with the help of artificial intelligence, *The Video Mode*
- 2015 New App Lets Drone Pilots Customize Flight Path and Camera Movement Before Takeoff, *Digital Trends*
- Interactive Drone App Lets You Capture Aerial Shots Like a Pro, *Engadget*
- Researchers Create Software for Designing Pro Drone Shots in a Virtual World, *Petapixel*

SKILLS

Programming Languages

JavaScript, Python, HTML/CSS, · (Substantial use in the last 2 years)
C++, C, MATLAB, Java, PHP, R · (Moderate use in the last 2 years) Ruby · (Familiarity)

Frameworks

NodeJS, Flask, Rails

Databases

MongoDB, MySQL

Tools

LaTeX, Heroku, Amazon Mechanical Turk (Requestor), Docker, HTCondor, Premiere Pro, Adobe Illustrator

Foreign Language

Vietnamese (Conversational), Japanese (Basic)

Other

Event Planning, Project Management