Jingjing MENG

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Dept. of Computer Science and Engineering
University at Buffalo, the State University of New York
Buffalo, NY 14260

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Google Scholar

EDUCATION

Nanyang Technological University — Singapore
Ph.D. Electrical and Electronic Engineering (EEE) — Feb. 2017

Vanderbilt University — Nashville, TN, US
M.S. Computer Science — May 2006

Huazhong University of Science & Technology (HUST) — Wuhan, China
B.E. Electronics & Information Engineering — July 2003
Ranked 4th in the **Advanced Class** (60 selected from 4,000 freshmen)

RESEARCH INTERESTS

Computer Vision, Multimedia Retrieval
Human Computer Interaction, Virtual and Augmented Reality

APPOINTMENTS

Lecturer & Research Assistant Professor — 04/2018-
University at Buffalo, Computer Science and Engineering Department — Buffalo, NY

Research Fellow — 03/2017-03/2018
Nanyang Technological University, School of EEE — Singapore

Research Associate — 03/2011-02/2017
Nanyang Technological University, School of EEE — Singapore

Senior Staff Research Engineer — 01/2007-12/2010
Applied Research Center, Motorola — Schaumburg, IL

Research Intern — 06/2005-09/2005
Vanderbilt Medical Center, Institute of Imaging Science — Nashville, TN

Research Assistant — 09/2004-05/2006
Vanderbilt University, Computer Science Dept. — Nashville, TN

TEACHING EXPERIENCE

University at Buffalo, Computer Science and Engineering — Buffalo, NY
CSE534 Multimedia Systems — Spring 2018

Vanderbilt University, Computer Science Dept. — Nashville, TN
Teaching Assistant — 09/2003-05/2006
CS 101: Programming & Problem Solving
CS 258: Computer Graphics
CS 231: Computer Organization

AWARDS AND HONORS

Best Paper Award of IEEE Trans. on Multimedia (T-MM) 2016
Doctoral Consortium with Travel Award, Comp. Vision & Pattern Recog. (CVPR) 2016
Graduate Student Scholarship, Vanderbilt University 2003-2006
Outstanding Student, HUST (top 0.5%) 2000-2002
First-class Freshman Scholarship, HUST 1999

GRANTS

Co-PI: Real-time Object Retrieval in Large Scale Video Data, Infocomm Development Authority of Singapore (IDA), August 2013-Dec 2013, S$ 430,000

Co-PI: Abnormal Video Event Detection for Traffic Safety, NTU/NUS-JSPS Joint Research Project Grant, April 2012 - March 2014, S$ 76,000

JOURNAL ARTICLES

J. Meng, S. Wang, H. Wang, J. Yuan, and YP Tan. Video summarization via multi-view representative selection, IEEE Transactions on Image Processing (T-IP), vol. 27, no. 5, pp. 2134-2145, May 2018.

S. D. Bhattacharjee, J. Yuan, Y. Huang, J. Meng and L. Duan. Query adaptive multi-view object instance search and localization using sketches. IEEE Transactions on Multimedia (T-MM), March 2018.

J. Meng, J. Yuan, J. Yang, G. Wang, and YP Tan. Object instance search in videos via spatio-temporal trajectory discovery. IEEE Transactions on Multimedia (T-MM), vol. 18, no. 1, pp. 116-127, Jan. 2016.

Y. Jiang, J. Meng, J. Yuan, and J. Luo. Randomized spatial context for object search. IEEE Transactions on Image Processing (T-IP), vol.24, no.6, pp.1748-1762, June 2015.

Z. Ren, J. Yuan, J. Meng, and Z. Zhang. Robust part-based hand gesture recognition using Kinect sensor. In IEEE Trans. on Multimedia (T-MM), 2013. (2016 IEEE Trans. on Multimedia Best Paper Award)

J. Yuan, J. Meng, Y. Wu, and J. Luo. Mining recurring events through forest growing. IEEE Trans. on Circuits and Systems for Video Technology (TCSVT), 2008.

A. Mishra, Y. Lu, J. Meng, A. W. Anderson, and Z. Ding. Unified framework for anisotropic interpolation and smoothing of diffusion tensor images. NeuroImage. July, 2006; 31(4):1525-35.

CONFERENCE PAPERS

T. Yu, J. Meng, and J. Yuan. Multi-view harmonized bilinear network for 3D object recognition. IEEE Conf. on Computer Vision and Pattern Recognition (CVPR), 2018 (Spotlight).

W. Hong, J. Meng, and J. Yuan. Distributed composite quantization. The Thirty-Second AAAI Conference on Artificial Intelligence (AAAI), 2018 (Oral).

W. Hong, J. Meng, and J. Yuan. Tensorized projection for high-dimensional binary embedding. The Thirty-Second AAAI Conference on Artificial Intelligence (AAAI), 2018.

T. Yu, J. Meng, and J. Yuan. Is my object in this video? Reconstruction-based object Search in video. International Joint Conference on Artificial Intelligence (IJCAI), 2017.

J. Meng, H. Wang, J. Yuan, and YP Tan. From keyframes to key objects: video summarization by representative object proposal selection. IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2016.

J. Meng, J. Yuan, G. Wang, and YP Tan. Fast object instance search in videos from one example. IEEE International Conference on Image Processing (ICIP), 2015.

J. Meng, J. Yuan, G. Wang, and J. Xu. Object instance search in videos. Intl. Conf. on Information, Communication and Signal Processing (ICICS), Dec. 2013.

Y. Jiang, J. Yuan, and J. Meng. Rapid object search engine for contextual advertisement. ACM International Conference on Multimedia (ACM MM), Nara, Japan, Oct. 2012 (Demo).

Y. Jiang, J. Meng, and J. Yuan. Randomized spatial context for object search. IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2012.

Z. Ren, J. Meng, and J. Yuan. Depth camera based hand gesture recognition and its applications in human-computer-interaction. Intl. Conf. on Information, Communication and Signal Processing (ICICS), Dec. 2011 (invited oral paper).

Z. Ren, J. Meng, J. Yuan, and Z. Zhang. Robust hand gesture recognition with Kinect sensor. ACM International Conference on Multimedia (ACM MM), Nov. 2011 (Technical Demo).

Y. Jiang, J. Meng, and J. Yuan. Grid-based local feature bundling for efficient object search. IEEE International Conference on Image Processing (ICIP). Brussels, Belguim, Sep. 2011 (Oral).

J. Meng, J. Yuan, Y. Jiang, N. Narasimhan, V. Vasudevan, and Ying Wu. Interactive visual object search through mutual information maximization. ACM International Conference on Multimedia (ACM MM), Firenze, Italy, Oct. 2010.

J. Meng, J. Yuan, M. Hans, and Y. Wu. Mining motifs from human motion. Eurographics. Crete, Greece, April 2008.

J. Yuan, W. Wang, J. Meng, Y. Wu, and D. Li. Mining repetitive clips through finding continuous paths. ACM International Conference on Multimedia (ACM MM). Augsburg, Germany, Sep. 2007.

B. Bodenheimer, J. Meng, H. Wu, G. Narasimham, B. Rump, T. P. McNamara, T. H. Carr, and J. J. Rieser. Distance estimation in virtual and real environments using bisection. The 4th Symposium on Applied Perception in Graphics and Visualization (APGV). Tubingen, Germany, July 2007.

J. Meng, J. J. Rieser, and B. Bodenheimer. Distance estimation in virtual environments using bisection. The 3rd Symposium on Applied Perception in Graphics and Visualization (APGV) Poster. Boston, MA, July 2006.

PATENTS

"System and Method for Large Scale Visual Object Search", US provisional patent application, filed 05/2012.

"System and Method for Robust Hand Gesture Recognition Using Commodity Depth Sensor", US provisional patent application, filed 10/28/2011.

"Method for Selecting an Avatar in a Virtual Scene from a Mobile Terminal", US 2011/0239115 A1, filed 03/26/2010

"Method and Apparatus for Collaborative Design of an Avatar or Other Graphical Structure", US 2009/0254832 A1, filed 04/03/2008.

SERVICE

Associate Editor

The Visual Computer (TVCJ)	2017-

Area Chair

IEEE Conf. on Image Processing (ICIP)	2018

Finance Chair

IEEE Conf. on Visual Communications and Image Processing (VCIP)	2015

Program Committee

IEEE Conf. on Computer Vision & Pattern Recognition (CVPR)	2017-2018
ACM International Conference on Multimedia (ACM MM)	2018

Reviewer

IEEE Transactions on Image Processing (T-IP)	2014-
IEEE Transactions on Circuits and Systems for Video Technology (T-CSVT)	2016-
IEEE Transactions on Multimedia (T-MM)	2016-