Eakta Jain

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A. Professional Preparation:

Indian Institute of Technology Kanpur, India	B.Tech. (Electrical Engineering)	2006
Carnegie Mellon University	M.S. (Robotics)	2010
Carnegie Mellon University	Ph.D. (Robotics)	2012

B. Appointments:

02/14 – present   Assistant Professor, Department of Computer and Information Science and Engineering, University of Florida, Gainesville, FL

12/12-02/14   Member of Technical Staff, Texas Instruments Embedded Signal Processing Lab, Computer Vision Branch, Dallas, TX

07/12-12/12   Systems Software Engineer, Natural User Interfaces Team, Texas Instruments, Dallas, TX

09/11-01/12   Lab Associate, Disney Research Pittsburgh, PA

06/10-08/10   Lab Associate, Disney Research Pittsburgh, PA

06/08-08/08   Lab Associate, Disney Research Pittsburgh, PA

06/07-08/07   Walt Disney Animation Studios, Burbank, CA

C. Publications:

Is the Motion of a Child Perceivably Different from the Motion of an Adult? **Jain, E.**, Anthony, L., Aloba, A., Castonguay, A., Cuba, I., Shaw, A. and Woodward, J. (2016). ACM Transactions on Applied Perception (TAP), 13(4), Article 22.
DOI: 10.1145/2947616

Decoupling Light Reflex from Pupillary Dilation to Measure Emotional Arousal in Videos, Raiturkar, P., Kleinsmith, A., Keil, A., Banerjee, A., and **Jain, E.** (2016), ACM Symposium on Applied Perception (SAP), 89-96.

Gaze-driven Video Re-editing, **Jain, E.**, Sheikh, Y., Shamir, A. and Hodgins, J., (2015), ACM Transactions on Graphics (TOG) (34, p21:1-p21:12).
DOI: 10.1145/2699644

3D Saliency from Eye Tracking with Tomography, Ma, B., **Jain, E.**, and Entezari, A. (2015) First Workshop on Eye Tracking and Visualization (ETVIS) co-located with IEEE VIS.

Predicting Primary Gaze Behavior Using Social Saliency Fields, Park, H. S., **Jain, E.** and Sheikh, Y. (2013) International Conference on Computer Vision (ICCV) (p3503-3510).
DOI: 10.1109/ICCV.2013.435

3D Social Saliency from Head-mounted Cameras, Park, H. S., **Jain, E.** and Sheikh, Y. (2012) Advances in Neural Information Processing Systems (NIPS) (p431-p439).
URL: http://papers.nips.cc/paper/4619-3d-social-saliency-from-head-mounted-cameras

Inferring Artistic Intention in Comic Art through Viewer Gaze, **Jain, E.**, Sheikh, Y. and Hodgins, J. (2012) Proceedings of the ACM Symposium on Applied Perception (SAP) (p55-p62), **Best Paper Honorable Mention**. DOI: 10.1145/2338676.2338688

Augmenting Hand Animation with Three-dimensional Secondary Motion, **Jain, E.**, Sheikh, Y., Mahler, M. and Hodgins, J. (2010) Proceedings of the ACM Symposium on Computer Animation (SCA) (p93-p102), **Best Paper**. URL: http://dl.acm.org/citation.cfm?id=1921427.1921442

Three-dimensional Proxies for Hand-drawn Characters, **Jain, E.**, Sheikh, Y., Mahler, M., and Hodgins, J. (2012), ACM Transactions on Graphics (TOG) (31, p8:1-p8:16).
DOI: 10.1145/2077341.2077349

Leveraging the Talent of Hand Animators to Create Three-Dimensional Animation, **Jain, E.,** Sheikh, Y. and Hodgins. J.(2009) Proceedings of the ACM Symposium on Computer Animation (SCA) (p93-p102).
DOI: 10.1145/1599470.1599483

D. Service:
Conference Co-Chair: ACM/Eurographics Symposium on Applied Perception (SAP) (2016)

Program Committee: ACM SIGGRAPH (2017), ACM/Eurographics Symposium on Applied Perception (SAP) (2016, 2015), ACM Multimedia (2015), ICME International Workshop on Multimedia Artworks Analysis (2016)

Technical Briefs and Posters Committee: ACM SIGGRAPH Asia (2015)

Reviewer: Eurographics (2015, 2016), IEEE Transactions on Multimedia (2014), IEEE Signal Processing Magazine (2016), ACM Transactions on Graphics (2015, 2012), ACM SIGGRAPH (2016, 2015, 2014, 2011), ACM SIGGRAPH Asia (2016, 2012), ACM Transactions on Applied Perception (2016), Graphics Interface (2015), ACM Computing Surveys (2016)

Curriculum design/ Instructor: Developed two new classes (Research Methods, Human-centered Computer Graphics) at University of Florida.

Outreach: Panelist at SEWIC (South Eastern Women in Computing) 2015, Posters Judge at the 2015 Florida Junior Science, Engineering, and Humanities Symposium, Activities with UF Samuel P. Harn Museum of Art: Stop-motion Animation Summer Camp (2015), Exhibit at the Art in Engineering Museum Night (2016, 2015, 2014), CRA Grad Cohort (2008).

D. Awards:

NSF CRII: RI (Award #1566481) (2016-2018)
Facebook/Oculus Research Gift (2016-2017)
Youtube Faculty Research Award (2016-2021)

Honorable Mention Best Paper Award, Symposium on Applied Perception (2012)
Best Paper Award, Symposium on Computer Animation (2010)
Finalist, Google Anita Borg Memorial Scholarship (2008)

E. Invited Talks:

Fall 2015 UF Data Science Symposium
2015 Marston Library iSTEAM lecture series
Georgia Tech Graphics and Visualization Unit (GVU)
Oculus Research
Netflix
Youtube Research
University of Central Florida
Disney Research Zurich