OBJECTIVE

Technical leadership in areas of applied machine learning.

Informally speaking, I make bits do interesting things, and do so very efficiently at algorithmic, architectural and systemic levels. In recent years I have been quarterbacking high-level ML projects, leading teams through multi-quarter and multi-year cross-functional efforts.

CURRENT EMPLOYMENT

Dropbox, Inc. (Current), San Francisco, CA

Staff Machine Learning Engineer	2019–
Senior Engineering Manager	2019 – 2020
Senior Machine Learning Engineer	2015-
Machine Learning Engineer	2014-

Selected Project Areas

- Retrieval Systems (2022–): led the overhaul of the ranking algorithms, architectures and systems for Dropbox search, which indexes trillion files, as the tech lead; worked on integration of LLMs into the search stack.
- Recommendation Systems (2019–2022): led the development and productionization of several zero-to-one content and activity suggestion features in Dropbox products, as the tech lead and the engineering manager.
- Representation Learning (2018–2022): oversaw the development of various learned representations for use in high-level ML projects at Dropbox.
- OCR (2017-2018): built and optimized several parts of Dropbox's in-house OCR pipeline.
- Document Scanner (2015–2016): owned most algorithms in Dropbox's mobile document scanner and the strategy for cross-platform integration of the computer vision code.
- Image Processing (2014–2015): authored the early image processing stack at Dropbox that processes petabytes of data daily, that optimized compute via SIMD instructions that reduced the cluster size by 50%+ and resulted in \$6M+ annual saving.

Other Contributions

- Served as a ML engineer-at-large in the company, contributing to the organizational and technical strategy for integrating ML into products, and driving internal tooling for ML.
- Authored many technical blog posts, patents and open-source projects for Dropbox.
- Mentored and provided guidance to tech leads of several other ML teams at Dropbox.
- \bullet Served on hiring committees as a moderator, having moderated ~200 hiring debriefs and having conducted 400+ interviews, both technical and non-technical (coding, behavioral, ML, etc.)

EDUCATION

Stanford University, Stanford, CA

Ph.D. in Computer Science (2008 – 2013) under Prof. Marc Levoy.

• Thesis: WYSIWYG Computational Photography via Viewfinder Editing

M.S. in Computer Science (2008 – 2011; GPA 4.3/4.0)

Massachusetts Institute of Technology, Cambridge, MA

M.Eng. in Electrical Engineering and Computer Science (2008) under Prof. Frédo Durand.

B.S. x 2 in Computer Science and Engineering (2004 – 2008; GPA 5.0/5.0)

B.S. in Mathematics (Theoretical Track) (2004 – 2008; GPA 5.0/5.0)

PUBLICATIONS Baek, J., Pajak, D., Kim, K., Pulli, K. and Levoy, M. WYSIWYG Computational Photography via Viewfinder Editing. ACM SIGGRAPH Asia. 2013.

> Baek, J., Adams, A. B. and Dolson, J. Lattice-based High-Dimensional Gaussian Filtering and the Permutohedral Lattice. Journal of Mathematical Imaging and Vision. 2013.

> Baek, J., Jacobs, D. E. and Levoy, M. Accelerating Spatially Varying Gaussian Filters. ACM SIGGRAPH Asia. 2010.

> Adams, A. B., Talvala, E., Park, S. H., Jacobs, D. E., Ajdin, B., Gelfand, N., Dolson, J., Vaquero, D., Baek, J., Tico, M., Lensch, H. P. A., Matusik, W., Pulli, K., Horowitz, M. and Levoy, M. The Frankencamera: an Experimental Platform for Computational Photography. ACM SIGGRAPH. 2010.

> Dolson, J., Baek, J., Plagemann, C. and Thrun, S. Upsampling Range Data in Dynamic Environments. IEEE Computer Vision and Pattern Recognition. 2010.

> Baek, J. Transfer Efficiency and Depth Invariance in Computational Cameras. IEEE International Conference in Computational Photography. 2010.

> Adams, A. B., Baek, J. and Davis, M. A. Fast High-Dimensional Filtering using the Permutohedral Lattice. Eurographics. 2010.

> Jacobs, D. E., Baek, J. and Levoy, M. Focal Stack Compositing for Depth of Field Control. Tech. report CSTR-2012-01, Stanford.

> Karpenko, A., Jacobs, D. E., Baek, J. and Levoy, M. Digital Video Stabilization and Rolling Shutter Correction using Gyroscopes. Tech. report CSTR 2011-03, Stanford.

Past Work EXPERIENCE

NVIDIA Research, Santa Clara, CA

Intern, Mobile Visual Computing (MVC) Group

Summer 2012, 2013

Stanford University, Stanford, CA

Teaching Fellow, Department of Computer Science

Winter 2011

Google, Inc., Mountain View, CA

Intern, Site Reliabilty Engineering

Summer 2010

RECOGNITIONS

- Multiple awards at company-wide Hack Week events (2014–Present)
- Lucent Technology Fellowship / Stanford Graduate Fellowship (2010)
- Honored as a top-5 student in the graduating class within the department at MIT (2008)
- William Lowell Putnam Mathematical Competition: Honorable Mention (2005)
- USA Mathematical Olympiad: Winner (2004), Honorable Mention (2002, 2003)