

Lewis Bridgeman

PhD Candidate in Computer Vision & Graphics

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PUBLICATIONS **DYNAMIC APPEARANCE MODELLING FROM MINIMAL CAMERAS**: DynaVis CVPRW 2021.
FULL-BODY PERFORMANCE CAPTURE OF SPORTS FROM MULTI-VIEW VIDEO: CVMP 2019 (short paper).
MULTI-PERSON 3D POSE ESTIMATION AND TRACKING IN SPORTS : Computer Vision in Sports CVPRW 2019.

EDUCATION **PHD CANDIDATE IN COMPUTER VISION & GRAPHICS** : CVSSP, University of Surrey, UK, 2017 – present.
Deep Learning for Free-viewpoint Video in Sports (working title).
MEng EE WITH AUDIO-VISUAL SYSTEMS : 1st Class Honours, University of Surrey, UK, 2012 – 2017.

EXPERIENCE **DEVELOPER** : Figment Productions (Guildford, UK), 2014 – 2016.
Created bespoke visitor attractions using computer vision & virtual reality.

PROJECTS **DERREN BROWN'S GHOST TRAIN** : (2015, Figment Productions)
World's first virtual reality ghost train. Thorpe Park, UK.
GALACTICA : (2015, Figment Productions)
World's first roller-coaster fully dedicated to virtual reality. Alton Towers, UK.

SKILLS Python • C++ • Matlab • C# • Pytorch
Machine Learning • Computer Vision • Optimisation • Computer Graphics
Unity3D • Virtual Reality

AWARDS **THE DTI MEng PRIZE** : (2017, MEng)
Best all-round performance by a student graduating with an MEng.
THE RJA SEEBOLD PRIZE : (2016, MEng)
Exceptional performance by a student during their professional training period.
THE BAE SYSTEMS APPLIED INTELLIGENCE PRIZE : (2016, MEng)
For the best project by a student in the area of digital signal processing.
THE IET PRIZE : (2016, MEng)
Awarded annually to the most outstanding students undergoing a course of study accredited by the IET.
