

ANDREW ADAMS

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Summary

I am a research scientist and software engineer working on computational photography, compilers, and machine learning. For a list of publications see <https://andrew.adams.pub/>. For code samples see my work on Halide: <https://github.com/halide/Halide>.

Experience

Senior Research Scientist - Adobe Research	2019 -
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- Research on programming languages, image processing, and machine learning
- Contributed to Adobe Photoshop, making it faster and more portable

Research Scientist (L6) - Facebook AI Research	2017 - 2019
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- Research on compilers for machine learning and machine learning for compilers

Software Engineer (L6) - Google Research	2013 - 2017
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- Built Halide up from a prototype to a production compiler used across the company
- Contributed to the camera pipelines in Google glass, and the Nexus and Pixel phones

Postdoctoral Researcher - MIT	2011 - 2013
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- Created Halide, a language for fast image and tensor processing, with Jonathan Ragan-Kelley

Education

PhD, Computer Science - Stanford University	2006 - 2011
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- Worked on fast image processing and computational cameras under Marc Levoy
- Internships at Google and Nokia Research
- Won several awards for my teaching (Walter J. Gores Award, Forsythe Teaching Award, Centennial Teaching Assistant Award)

MS, Computer Science - Stanford University	2004 - 2006
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- Research Assistant for Marc Levoy, working on light field photography

BS, Computer Science and Mathematics - UNSW	2000 - 2003
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- Received the university medal in Computer Science
- Section leader for introductory computer science courses throughout