Austin Riopelle

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RESEARCH INTERESTS

I am interested in developing new approaches in computer vision that leverage the combined power of human and machine intelligence, with a particular attraction toward applications to problems in 3D.

EDUCATION

University of Michigan Ann Arbor, MI
Bachelor of Science in Engineering in Computer Science; GPA: 3.90 *9/2016 – 5/2020*

Coursework:

- *Fall 2019* Deep Learning for Computer Vision
- *Winter 2018* Machine Learning, Video Game Design & Development
- *Fall 2018* Computer Vision, Operating Systems

RESEARCH

Crowds and Computer Vision for Privacy in Crowdsourced Applications *9/2018 – present*

Leading a team in the U-M CROMA Lab on a project called CrowdMask. We propose a hybrid intelligence system for hiding private content in images used in crowd-powered applications by using human crowd workers to overcome limitations of object detection algorithms while those same models are used to assist the workers with pre-masked images.

Deep Generative Networks for Synthesizing 3D Assets for Video Games *9/2019 – present*

Pursuing an independent research project comparing generative network architectures on the problem of creating original 3D content for use in video games, and building a modified model best suited to this task.

PROFESSIONAL EXPERIENCE

Facebook, Inc. Menlo Park, CA
Software Engineer Intern — Ads Conversion Experiences *5/2019 – 8/2019*

- Developed an application to query multiple large databases in order to aggregate and display insights from advertiser data for use by multiple Ads teams within Facebook.
- Added substantial features in Hack and React to a tool for querying detailed ad metadata, allowing two large classes of data to become available within the interface.

Crowds+Machines (CROMA) Lab, University of Michigan Ann Arbor, MI
Undergraduate Researcher, Advised by Professor Walter Lasecki *9/2018 – present*

- Project lead for the CrowdMask human-computer crowdsourced privacy system.

Indeed, Inc. Austin, TX
Software Engineer Intern — Chaos Engineering *5/2018 – 8/2018*

- Developed and tested an application to automatically conduct surveys to collect data from internal users of the Chaos team's tools to determine how to improve them.
- Modernized the team's code base by adding automatic style checks, more robust integration testing, and interactive API documentation in the form of a web app.

Northrop Grumman Corporation McLean, VA
Software Developer Intern — COTS Product Group *6/2017 – 8/2017*

- Created a technical and business plan for integrating the company's business process management software with blockchain and distributed ledger technologies.

AWARDS

U-M Engineering Dean's List *2016, 2017, 2018, 2019*

U-M University Honors *2016, 2017, 2018, 2019*

U-M James B. Angell Scholar *2018*