

Adam E. Leeper

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EDUCATION

Ph.D. Mechanical Engineering (Robotics), Stanford University, Advisor Ken Salisbury	2013
M.S. Mechanical Engineering, Stanford University, 3.97 GPA	2009
B.S. Engineering Physics, The University of Tulsa, 3.99 GPA	2007

EXPERIENCE

hiDOF, Inc., South San Francisco, CA - Senior Systems Engineer Software development for a variety of robotics applications.	July 2013 - present
Willow Garage, Inc., Menlo Park, CA - Research Intern Created systems and user interfaces for teleoperated mobile manipulation.	2010 - 2013
Salisbury Robotics Lab, Stanford, CA - Ph.D. Candidate Conducted research in algorithms for haptic rendering and robot control.	2008 - 2013
Qual-Tron, Inc., Tulsa, OK - Electrical Engineering Intern Led redesign of a magnetic sensor product to reduce cost and simplify assembly.	2006 - 2007

TEACHING

Instructor, ME101 - Dynamics, San Jose State University.	2011, 2012
Instructor, Programming and Robotics, EPGY Summer Institutes at Stanford.	2010
Course Assistant, ME331b - Dynamics and Simulation with Paul Mitiguy, Stanford.	2012
Course Assistant, CS277 - Haptics with Ken Salisbury, Stanford.	2011
Course Assistant, CS223a - Robotics with Oussama Khatib, Stanford.	2010
Course Assistant, ENGR15 - Dynamics with Paul Mitiguy, Stanford.	2009

SELECTED PUBLICATIONS

A. Leeper, S. Chan, and K. Salisbury. Point Clouds Can Be Represented as Implicit Surfaces for Constraint-Based Haptic Rendering. ICRA, May 2012, St. Paul, MN.

A. Leeper, S. Chan, K. Hsiao, M. Ciocarlie, K. Salisbury. Constraint-based Haptic Rendering for Teleoperated Robot Grasping. IEEE Haptics Symposium, March 2012, Vancouver, Canada.

A. Leeper, K. Hsiao, M. Ciocarlie, L. Takayama, D. Gossow. Strategies for Human-in-the-Loop Robotic Grasping. HRI, March 2012, Boston, MA.

A. Leeper, K. Hsiao, E. Chu, and K. Salisbury. Using Near-Field Stereo Vision for Robotic Grasping in Cluttered Environments. ISER, Dec. 2010, Delhi, India.

SKILLS

Strong expertise in robotics, dynamics, controls, and applied mathematics.

Computation: Comfortable in Linux and Windows environments. Software engineering (C++, Python) for robotics and simulation, with extensive use of version control and issue tracking. Proficiency in MATLAB for computation and data analysis. Experience with ROS, Qt, PCL, OpenGL, OpenCV.

Electronics: Circuit design/debugging, prototype PCB layout/fabrication, embedded systems.

Hardware: General machine shop rapid-prototyping skills, and proficient in CAD tools (Solidworks).

Languages: English (native), Spanish (fluent), French (proficient reading and writing).

Other: Private pilot, recording engineer, bassist.