

Brevin Tilmon

Cell: 812-568-3344 | btilmon@ufl.edu | <https://btilmon.github.io> | [Github](#)

Education

PhD, Electrical and Computer Engineering, University of Florida	5/2019 - Present
BSE, Engineering Physics, Murray State University	8/2015 - 5/2019

Experience

Facebook , Facebook Reality Labs, Redmond, WA Research Intern Computer vision and computational photography for AR/VR.	8/2021 - 12/2021
NASA , Intelligent Robotics Group, Mountain View, CA Research Intern BRDF research for understanding materials in space.	4/2021 - 8/2021
University of Florida , FOCUS Lab, Gainesville, FL Graduate Research Assistant to Dr. Sanjeev Koppal Developing computational cameras and computer vision/machine learning algorithms.	5/2019 - Present

Publications

- SaccadeCam: Adaptive Visual Attention for Monocular Depth Sensing**
B. Tilmon and S. J. Koppal
arXiv 2021
- Fast Foveating Cameras for Dense Adaptive Resolution**
B. Tilmon, E. Jain, S. Ferrari and S. J. Koppal
Pattern Analysis and Machine Intelligence (PAMI 2021)
- FoveaCam: A MEMS Mirror-Enabled Foveating Camera**
B. Tilmon, E. Jain, S. Ferrari, S. J. Koppal.
International Conference on Computational Photography (ICCP 2020)
- Towards a MEMS-based Adaptive LIDAR**
F. Pittaluga, Z. Tasneem, J. Folden, B. Tilmon, A. Chakrabarti, S. J. Koppal.
International Conference on 3D Vision (3DV 2020)
- Design and Calibration of a Fast Flying-Dot Projector for Dynamic Light Transport Acquisition**
K. Henderson, X. Liu, J. Folden, B. Tilmon, S. Jayasuriya, S.J. Koppal.
IEEE Transactions on Computational Imaging (TCI 2020)
- Novel Approach of Wavelet Analysis for Nonlinear Ultrasonic Measurements and Fatigue Assessment of Jet Engine Components**
G. Bunget, B. Tilmon, A. Yee, D. Stewart, J. Rogers, et al.
American Institute of Physics 2018

Awards

NSF GRFP Honorable Mention	2020
Graduate School Preeminence Award, University of Florida	2019
Kirkland Fellowship, University of Florida	2019

Skills

Software: C++, Python, MATLAB
Hardware: Depth/RGB Cameras, Embedded Systems, Optics Bench