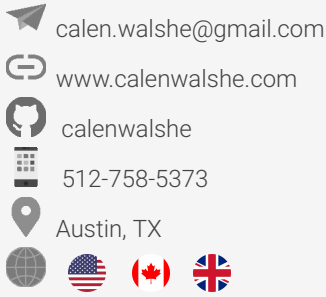


# WALSHE, R. CALEN

Visual & Computational Neuroscientist

## CONTACT



## SKILLS

Vision Science  
Bayesian Perception  
Eye movements  
Psychophysics  
Ideal Observer Analysis  
Signal Detection Theory  
Signal Processing  
Fourier Analysis  
Image Quality Assessment

Data Science and  
Machine Learning  
Maximum Likelihood Estimation  
Discriminant Analysis  
Deep Learning  
Reinforcement Learning  
Bayesian Regression  
Least Squares Regression  
Logistic Regression  
Generalized Linear Model  
Bayesian Decision Theory  
Bayesian Hierarchical Regression  
Support Vector Machines  
Monte Carlo Methods  
Data Visualization

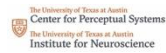
Software  
Keras/TensorFlow  
CUDA  
Anaconda  
ggplot/dplyr (tidyverse)  
Eyelink  
Linux  
LaTeX  
Psychtoolbox  
Google Cloud Services  
Google G Suite  
Adobe Creative Suite

Programming  
R  
MATLAB  
Python  
Markdown  
HTML/CSS  
SQL

## ABOUT ME

My work as a scientist has taken me in many directions that all have a common theme: to understand how the brain converts visual perception into intelligent action. The primary set of methods that I use in my research combines behavioral experiments and machine learning. The goal of the work is to develop algorithms that solve perceptual tasks such as object recognition and visual search in similar ways to humans. In basic research I have consistently delivered on funding awards by generating peer reviewed scientific publications, giving talks and presenting conference posters. In my work as an applied scientist I have helped stakeholders identify key insights for business and product development. Please don't hesitate to get in touch if you would like to know more about my background and skills!

## WORK EXPERIENCE



*Center for Perceptual Systems, The University of Texas at Austin, USA.*

Postdoctoral Researcher | August 2015 – Present

- Developed signal processing models of the human retina
- Developed machine learning algorithms to detect objects in natural scenes
- Used deep learning methods to imitate human actions in game play
- Customized computer vision tools to process large scale image datasets
- Conducted eye tracking and psychophysical experiments



*Accelerate Internship, Enquiro Search Solutions, Vancouver, Canada.*

Research Intern | September 2009 – September 2010

- Worked with stakeholders to identify key research objectives and potential value
- Worked with a clinical population to measure neural correlates of brand preferences via EEG methods
- Generated written reports that guided future product design and business development

## EDUCATION



*The University of Edinburgh, Edinburgh, Scotland*

Ph.D. in Psychology, Cognitive Neuroscience | Sept 2011 - May 2015

- Developed state of the art algorithms to detect rapid eye movements with low error
- Applied machine learning techniques to predict human eye movement behavior
- Taught courses in R programming and advanced statistics
- Awarded competitive scholarships totaling \$120,000 over four years



*Simon Fraser University, Burnaby, BC, Canada*

M.A. in Experimental Psychology, Cognitive and Neural Science | Sept 2009 – August 2011

B.A. in Cognitive Science | Jan 2005 - Feb 2009

- Applied machine learning methods to predict human eye movements
- Measured human behavior in eye tracking studies
- Measured neural activity in human subjects using EEG methods
- Prepared exams and invigilated exams for 8 courses over 2 years as a TA

## ACADEMIC CONTRIBUTIONS

- Ruohan, Z., Walshe, R.C. et al. (2019). Atari-HEAD: Atari Human Eye-Tracking and Demonstration Dataset. preprint arXiv:1903.06754 (Under review at AAAI'20).
- Walshe, R. C., Sebastian, S., & Geisler, W. (2018). Ideal observer for detection of occluding targets in natural scenes in the fovea and periphery. *Journal of Vision*, 18(10), 629-629.
- Walshe, R.C. & Nuthmann, A. (2015). Mechanisms of saccadic decision making while encoding naturalistic scenes. *Journal of Vision*, 15(21).
- Walshe, R.C. & Nuthmann, A. (2014). Asymmetric control of fixation durations in scene viewing. *Vision Research*, 100, 38-46.