Daniel Gordon

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Education	
The University of Washington	2014-Present
Ph. D. student in Computer Science	2017
The University of Washington	2016
Masters in Computer Science Washington University in St. Louis	Graduated May
Bachelor of Science in Computer Science	2014
Second Major in Entrepreneurship	2011
Summa Cum Laude – GPA: 3.96, Engineering Class Rank: 8/323	
Publications	
ALFRED: A Benchmark for Interpreting Grounded Instructions for Everyday Tasks Mohit Shridhar, Jesse Thomason, Daniel Gordon, Yonatan Bisk, Winson Han, Roozbeh Mottaghi, Luke Zettlemoyer, Dieter Fox	CVPR 2020
SplitNet: Sim2Sim and Task2Task Transfer for Embodied Visual Navigation Daniel Gordon, Abhishek Kadian, Devi Parikh, Judy Hoffman, Dhruv Batra	ICCV 2019
What Should I Do Now? Marrying Reinforcement Learning and Symbolic Planning Daniel Gordon, Dieter Fox, Ali Farhadi	2018
Shifting the Baseline: Single Modality Performance on Visual Navigation & QA Jesse Thomason, Daniel Gordon, Yonatan Bisk	NAACL 2019 Short Paper
IQA: Visual Question Answering in Interactive Environments Daniel Gordon, Aniruddha Kembhavi, Mohammad Rastegari, Joseph Redmon, Dieter Fox, Ali Farhadi Received the Nvidia Pioneering Research Award at CVPR 2018	CVPR 2018
Received the invital a folleeting Research Award at CVI R 2016	
AI2-THOR: An Interactive 3D Environment for Visual AI Eric Kolve, Roozbeh Mottaghi, Daniel Gordon, Yuke Zhu, Abhinav Gupta, Ali Farhadi	Technical Report 2017
Re3: Real-Time Recurrent Regression Networks for Object Tracking Daniel Gordon, Ali Farhadi, Dieter Fox	RA-L 2018
Visual Semantic Planning using Deep Successor Representations Daniel Gordon, Yuke Zhu, Eric Kolve, Dieter Fox, Li Fei-Fei, Abhinav Gupta, Roozbeh Mottaghi, Ali Farhadi	ICCV 2017

Collaborative Rephotography Ruth West, Abby Halley, Daniel Gordon, Jarlath O'Neil-Dunne, Robert Pless Collaborative Imaging of Urban Forest Dynamics: Augmenting Rephotography Visualize Changes over Time Ruth West, Abby Halley, Jarlath O Neil-Dunne, Daniel Gordon, Robert Pless	SIGGRAPH 2013 Studio Talks 7 to IS&T/SPIE 2013
<u>Service</u>	
Co-organizer of 1st Workshop on Visual Understanding Across Modalities and THOR competition http://vuchallenge.org/	CVPR 2017
Organizer of Deep Learning in Practice Seminar Talk Series https://sites.google.com/cs.washington.edu/deeplearninginpractice/	Summer 2017
Honors and Awards	
NVIDIA Graduate Fellowship	2019
National Science Foundation GRFP Honorable Mention	2015 and 2016
Wissner-Slivka Fellowship	2014
Achievement Rewards for College Scientists (ARCS) Fellowship	2014-2016
Outstanding Senior Award – Computer Science and Engineering	2014
Sigma Xi	Inducted Spring 2014
Upsilon Pi Epsilon	Inducted Fall 2013
Tau Beta Pi	Inducted Fall 2012
Work Experience	
Facebook AI Research (FAIR):	Winter 2019
Research Intern – A-Star Team with Dhruv Batra Allen Institute for Artificial Intelligence: Research Intern – Vision Team with Roozbeh Mottaghi O Conducted research resulting in the paper Visual Semantic Planning using De Successor Representations	Winter 2017 eep
Google:	
Software Engineering Intern – Google Maps	Summer 2013,
Designed and programmed the Street View Time Machine frontend A programmed to the street view Time Machine frontend view Time Machine frontend view Time Machine frontend	Summer 2014
 Increased polish and feature improvement on the new Maps frontend Engineering Practicum Intern – Google Wallet Integrated an autocomplete feature to the Wallet website Added Google+ profile images and names to various Wallet pages Created the Wallet dashboard page and recent transaction widget 	Summer 2012

Washington University Department of Computer Science:

Research Assistant for Professor Robert Pless

Fall 2011-Spring 2014

- o Research transfer learning using handwriting recognition data
- o Maintain the RePhoto Android app: http://projectrephoto.com/
- Find and parse webcam URLs for the AMOS database

iEnable:

iPhone App Programmer

Summer 2011

- o Created a location-based to-do list
- Created a tennis court reservation system

Teaching Experience

Teaching Assistant at the University of Washington

Introduction to Deep Learning: Head TA

Fall 2018, Fall 2019

- Wrote Numpy-only library for deep learning assignments and autograder for grading
- o Managed 5 other Tas and 160 students

Teaching Assistant at Washington University in St. Louis

Introduction to Artificial Intelligence Algorithms and Data Structures Logic and Discrete Mathematics Introduction to Computer Science Spring 2013, Spring 2014 Fall 2013 Fall 2012

Fall 2010-Spring 2012

Patents

Providing a thumbnail image that follows a main image

US Patent 9,934,222

Display screen with graphical user interface or portion thereof

US Patent D780,795

April 3, 2018

March 14, 2017

Technical Skills

Proficient in: Java, Python, Caffe, TensorFlow, PyTorch, Matlab, Javascript, Google

Closure, Git, HTML, CSS

Capable in: Android, C++, PHP, Mercurial, C#,

Basic Knowledge: CUDA, Objective-C/Cocoa, iPhone, MySQL, C, JQuery, LaTeX, Unix

Terminal

Open Source Repositories

Deep Learning Class Numpy Library: https://gitlab.com/danielgordon10/dl-class-2019a

SplitNet: https://github.com/facebookresearch/splitnet

AI-Habitat: https://github.com/facebookresearch/habitat-api

AI2-THOR: https://github.com/allenai/ai2thor

Re3: https://gitlab.com/danielgordon10/re3-tensorflow

IQA: https://github.com/danielgordon10/thor-iqa-cvpr-2018