Daniel Gordon

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Education

The University of Washington   2014-Present
  Ph. D. in Computer Science
The University of Washington   2016
  Masters in Computer Science
Washington University in St. Louis   Graduated May 2014
  Bachelor of Science in Computer Science
  Second Major in Entrepreneurship
  Summa Cum Laude – GPA: 3.96, Engineering Class Rank: 8/323

Publications

Visual Semantic Planning using Deep Successor Representations   2017
Daniel Gordon, Yuke Zhu, Eric Kolve, Dieter Fox, Li Fei-Fei, Abhinav Gupta, Roozbeh Mottaghi,
Ali Farhadi
Re3 : Real-Time Recurrent Regression Networks for Object Tracking   2017
Daniel Gordon, Ali Farhadi, Dieter Fox
Collaborative Rephotography   2013
Ruth West, Abby Halley, Daniel Gordon, Jarlath O'Neil-Dunne, Robert Pless
ACM SIGGRAPH 2013 Studio Talks, 20, pp. 20, 2013.
Collaborative Imaging of Urban Forest Dynamics: Augmenting Rephotography to Visualize   March 2013
Changes over Time
Ruth West, Abby Halley, Jarlath O Neil-Dunne, Daniel Gordon, Robert Pless
IS&T/SPIE Electronic Imaging, pp. 86490L-86490L, 2013.

Honors and Awards

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

Research

I am researching exploring using convolutional neural networks (CNNs) and recurrent neural   2014-Present
networks (RNNs) for real-time object detection and tracking in video data. In my research, I
am developing fast and robust algorithms with the eventual goal of fully tracking laboratory
procedures to reduce errors in experiments and increase reproducibility. I am also working on
visual planning for robots using simulation environments and a combination of reinforcement
learning and supervised learning.

Work Experience

Allen Institute for Artificial Intelligence: January-March 2017
   Research Intern – Vision Team
      o   Conducted research resulting in the paper Visual Semantic Planning using
          Deep Successor Representations
Google:
   Software Engineering Intern – Google Maps   Summer 2013,
      o   Designed and programmed the Street View Time Machine frontend   Summer 2014
      o   Increased polish and feature improvement on the new Maps frontend
   Engineering Practicum Intern – Google Wallet   Summer 2012
      o   Integrated an autocomplete feature to the Wallet website
      o   Added Google+ profile images and names to various Wallet pages
      o   Created the Wallet dashboard page and recent transaction widget
Washington University Department of Computer Science:
   Research Assistant for Professor Robert Pless   Fall 2011-Spring
      o   Research transfer learning using handwriting recognition data   2014
      o   Maintain the RePhoto Android app: http://projectrephoto.com/
      o   Find and parse webcam URLs for the AMOS database
iEnable:
   iPhone App Programmer
      o   Created a location-based to-do list   Summer 2011
      o   Created a tennis court reservation system

Teaching Experience
Teaching Assistant at Washington University in St. Louis
   Introduction to Artificial Intelligence   Spring 2013-Fall 2013
   Algorithms and Data Structures   Fall 2013
   Logic and Discrete Mathematics   Fall 2012
   Introduction to Computer Science   Fall 2010-Spring 2012

Patents
Display screen with graphical user interface or portion thereof   March 14, 2017
   - D781,337
   - D781,318
   - D781,317
   - D780,797
   - D780,796
   - D780,795
   - D780,794
   - D780,777
   - D780,211
   - D780,210

Technical Skills
Proficient in: Java, Python, Caffe, Tensorflow, Matlab, Javascript, Google Closure, Git, HTML, CSS
Capable in: Android, C++, PHP, Mercurial
Basic Knowledge: CUDA, Objective-C/Cocoa, iPhone, MySQL, C, JQuery, Unix Terminal, LaTeX