

Daniel Gordon

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Education

The University of Washington

2014-Present

Ph. D. student 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

IQA: Visual Question Answering in Interactive Environments

CVPR 2018

Daniel Gordon, Aniruddha Kembhavi, Mohammad Rastegari, Joseph Redmon, Dieter Fox,

Ali Farhadi

Received the Nvidia Pioneering Research Award at CVPR 2018

AI2-THOR: An Interactive 3D Environment for Visual AI

2017

Eric Kolve, Roozbeh Mottaghi, Daniel Gordon, Yuke Zhu, Abhinav Gupta, Ali Farhadi

Technical Report

Re3 : Real-Time Recurrent Regression Networks for Object Tracking

RA-L 2018

Daniel Gordon, Ali Farhadi, Dieter Fox

Visual Semantic Planning using Deep Successor Representations

ICCV 2017

Daniel Gordon, Yuke Zhu, Eric Kolve, Dieter Fox, Li Fei-Fei, Abhinav Gupta, Roozbeh

Mottaghi, Ali Farhadi

Collaborative Rephotography

SIGGRAPH 2013

Ruth West, Abby Halley, Daniel Gordon, Jarlath O'Neil-Dunne, Robert Pless

Studio Talks

Collaborative Imaging of Urban Forest Dynamics: Augmenting Rephotography to Visualize Changes over Time

IS&T/SPIE 2013

Ruth West, Abby Halley, Jarlath O'Neil-Dunne, Daniel Gordon, Robert Pless

Research

I am researching using convolutional neural networks (CNNs) and recurrent neural networks (RNNs) for real-time object tracking in video data. 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.

Service

Co-organizer of 1st Workshop on Visual Understanding Across Modalities and THOR competition

CVPR 2017

Organizer of Deep Learning in Practice Seminar

Summer 2017

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

Work Experience

Allen Institute for Artificial Intelligence:

January-March 2017

Research Intern – Vision Team

- Conducted research resulting in the paper Visual Semantic Planning using Deep Successor Representations

Google:

Software Engineering Intern – Google Maps

Summer 2013,

- Designed and programmed the Street View Time Machine frontend

Summer 2014

- Increased polish and feature improvement on the new Maps frontend

Engineering Practicum Intern – Google Wallet

Summer 2012

- 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

Washington University Department of Computer Science:

Research Assistant for Professor Robert Pless

Fall 2011-

- Research transfer learning using handwriting recognition data

Spring 2014

- Maintain the RePhoto Android app: <http://projectrephoto.com/>

- Find and parse webcam URLs for the AMOS database

iEnable:

iPhone App Programmer

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

Summer 2011

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

Providing a thumbnail image that follows a main image

April 3, 2018

US Patent 9,934,222

Display screen with graphical user interface or portion thereof

March 14, 2017

US Patent D780,795

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
