

Eric Lee Turner, Ph.D.

elturner.github.io

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EDUCATION	University of California - Berkeley Ph.D. in Electrical Engineering and Computer Sciences May 2015 M.S. in Electrical Engineering and Computer Sciences May 2013 GPA: 4.00/4.00 <i>3D and 2D surface reconstruction algorithms for architectural modeling</i> Carnegie Mellon University B.S. in Electrical and Computer Engineering May 2011 QPA: 3.91/4.00 - Dean's List <i>Minors in Physics, Computer Science</i>
WORK EXPERIENCE	Google 03/2016 - Present Senior Software Engineer - Daydream AR/VR - <i>Real-time passive depth sensing on mobile hardware.</i> - <i>Real-time 3D reconstruction techniques with noisy depth on mobile hardware.</i> - <i>Foveated rendering techniques for mobile VR headsets.</i> - <i>6 patents filed.</i> Indoor Reality, Inc. 06/2015 - 03/2016 Chief Technology Officer (CTO) - <i>Principal Investigator (PI) on multiple federal grants totalling \$2 Million.</i> - <i>Tech lead in developing hardware, software, and algorithms used for automatic and rapid indoor building 3D modeling via backpack-mounted scanning system.</i> - <i>Developed software for data collection, algorithmic processing, and visualization.</i> - <i>Supervisor for visualization and deployment development team.</i> - <i>3 patents filed.</i> @Maps 08/2014 - 12/2014 Principal Engineer - <i>Developed hardware systems and surface reconstruction software for building modeling. Research and development of camera calibration procedures.</i> Speir Technologies 01/2013 - 01/2014 Software Development Consultant - <i>Developed demo application and 3D modeling algorithms for remote viewing medical ultrasound scanning.</i> MIT Lincoln Laboratory 05/2011 - 08/2011 Summer Intern - Group 104: Intelligence and Decision Theory - <i>Developed algorithms for creation of synthetic data for Synthetic Aperture Radar (SAR) CCD track-finding.</i>
TECHNICAL SKILLS	Programming Languages: C/C++, Java, Python, Matlab, BASH, x86 Markup Languages: HTML, LaTeX, Markdown Software: Unity, Autodesk Revit, Recap, Navisworks, AutoCAD, SolidWorks, Visual Studio, Git, SVN Frameworks: Eigen, Boost, OpenCV, PCL, OpenGL, GLSL, Halide, Qt, Android, Google Tango, Doxygen
AWARDS	Awarded Best Student Paper - GRAPP 2014 01/2014 Awarded NSDEF Fellowship 09/2013 - 05/2016 1st Place Lockheed Martin ECE Undergraduate Project 05/2011