Erroll Wood

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EDUCATION

Cambridge University, Gonville & Caius College

2009 - present

PhD in progress on pervasive eye tracking for large displays (supervisor: Peter Robinson).

MEng, Distinction - Computer Science Tripos Part III

2013

Dissertation: GAZE ESTIMATION FOR PORTABLE DEVICES. Developed a gaze-tracking system suited for commodity portable devices, taking the limited image sensors and typical use environments into account (supervisor: Andreas Bulling).

BA, Class I - Computer Science Tripos Part II

2012

Dissertation: 3D FRACTAL EXPLORATION USING A SCALE-ADAPTIVE SPARSE VOXEL OCTREE. Developed a system for procedurally generating and rendering 3D fractals in real time, independent of the scale they are explored at (supervisor: Alex Benton).

St Paul's School, London

2004 - 2009

A-Levels: A in Maths, Further Maths, Physics and Computing [A2], A in Economics [AS] GCSEs: 10 A*s and 1 A grade

INTERNSHIPS

Microsoft Research Cambridge – Intern

Winter 2015

Used a hand-tracker to explore the effects of different types of virtual hand embodiments on remote collaboration for large displays (host: Jamie Shotton).

Cambridge University Computer Lab – Research intern

Summer 2013

Developed an interactive networked public noticeboard framework to facilitate remote communication and group awareness (NetBoards).

Qualcomm Research, Cambridge – *Software engineer intern*

Summer 2012

Developed Android clients to showcase and test context-aware services. Researched privacy concerns for Android, focussing on context-aware data collection.

Credit Suisse – *Lead software engineer intern*

Summer 2011

Lead developer in a team of 13 interns. Developed a real-time server monitoring web-app which was deployed by the company.

Succeed Consultancy – *Software engineer intern*

Summer 2010

Produced plug-ins and unit tests for load-testing employee management software.

Symbian Foundation – Work experience

Summer 2009

Documented the process of porting Flash apps to Flash Lite for mobile.

Microsoft Research Cambridge – Work experience

Winter 2008

Developed a Flash web applet for the Environmental Science Dept. to help present their study on birds' flight patterns.

Learning an Appearance-Based Gaze Estimator from One Million Synthesized Images 2016 Erroll Wood, Tadas Baltrusaitis, Louis-Philippe Morency, Peter Robinson, Andreas Bulling Eye Tracking Research & Applications, 2016 (to appear) Rendering of Eyes for Eye-Shape Registration and Gaze Estimation 2015 E. Wood, T. Baltrusaitis, X. Zhang, Y. Sugano, P. Robinson, and A. Bulling International Conference on Computer Vision, 2015, poster NetBoards: Investigating a Collection of Personal Noticeboard Displays in the Workplace 2014 Erroll Wood and Peter Robinson Interactive Tabletops & Surfaces, 2014, (invited demo) EyeTab: Model-based gaze estimation on unmodified tablet computers 2014 **Erroll Wood and Andreas Bulling** Eye Tracking Research & Applications, 2014 **AWARDS & ACHIEVEMENTS EPSRC Doctoral Training Studentship** 2013 **Gonville & Caius College Scholar** 2012 2nd Year Group Project Prize 2012 **British Informatics Olympiad**, National Finalist 2009 St Paul's School Senior Scholar 2008 **Duke of Edinburgh's Award**, Gold Level 2008 **Arkwright Engineering Scholar** under *Microsoft Research Cambridge* 2007 OTHER ACTIVITIES

University Teaching

2013 – *present*

Taught Computer Vision, Graphics, Artificial Intelligence, and Information Theory to undergraduates for over 100 hours, supervised six final year projects, managed interns, and performed admissions interviews.

Gonville & Caius May Ball Committee – Web & Systems

2011 - 2014

Developed websites for two May Balls, handling ticketing, staffing, and exploring the themes. Implemented a networked mobile ticket scanning system for speeding up entry.

Game Development – Indie Game Developer

2005 - 2010

Developed many web-based minigames using Flash. These were distributed over the internet, generating revenue via sponsorship and advertising.

(last updated January 15, 2016)