Erroll Wood

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Gonville & Caius College · Cambridge · CB2 1TA

EDUCATION

Cambridge University, Gonville & Caius College   2009 – *present*

PhD in progress – *Computer Science*, supervisor: Peter Robinson   2016
Dissertation: GAZE ESTIMATION USING LEARNING-BY-SYNTHESIS AND ANALYSIS-BY-SYNTHESIS.

MEng, Distinction – *Computer Science Tripos Part III*   2013
Dissertation: GAZE ESTIMATION FOR PORTABLE DEVICES. 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. A system for procedurally generating and rendering 3D fractals in real time, with performance 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]

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 a collection of interactive networked office noticeboards to facilitate remote communication and group awareness (NetBoards). These have been in constant use for three years.

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.

Publications

A 3D Morphable Model of the Eye Region 2016
Erroll Wood, Tadas Baltrusaitis, Louis-Philippe Morency, Peter Robinson, Andreas Bulling
Eurographics, 2016, poster

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, Emerging Investigator Award

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 under-graduates 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 June 23, 2016)