

ANTHONY LOWHUR

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Specialization in
Artificial Intelligence,
Computer Vision,
Machine Learning,
and Human-Computer
Interaction

Skills

LANGUAGES

Python
C
C++
Java
Javascript
SQL
PHP
C#
MATLAB
HTML
CSS

PLATFORMS

OpenCV
Sklearn
Pybrain
Tensorflow
ROS + Gazebo
Unity3D
Vuforia

HARDWARE

Leap Motion
Microsoft Kinect
Arduino
Raspberry Pi

Education

Rutgers University , New Brunswick
B.S. Computer Science 2018
Minor: Mathematics

Online Course Work

Used Massive Online Open Courseware (MOOC) platforms for AI self studies, took higher level CS courses from top universities. Knowledge acquired: Machine Learning, Path Finding Algorithms and Adversarial Search, Reinforcement Learning, and Parallel Programming

Experience

Rutgers University, New Brunswick
Research Assistant

New Brunswick, New Jersey
Jan 2016 to Current

- Designing intelligence of a robot that will compete in the Amazon Picking Challenge through computer vision and machine learning
- Currently researching in object detection in 3D space using depth maps produced by a Microsoft Kinect.

Rutgers University, New Brunswick
Research Assistant

New Brunswick, New Jersey
Sep 2015 to Dec 2015

- Researched in image processing / computer vision and machine learning to have autonomous drone to analyze and recognize the shape of trash on the beach and pick them up accordingly.
- Implemented by using histogram backprojection and morphological transform for segmentation.
- Used bag of words model and support vector machines as well as creating own dataset.

Lehigh University
Research Assistant

Bethlehem, Pennsylvania
Jun 2015 to Aug 2015, Jun 2015 to Aug 2015

- Worked on an emotion recognition program on a robot by using computer vision and machine learning
- Implemented dense optical flow and support vector machines to create robust classifier resistant to unique facial appearance and poor lighting
- **Research paper presented and published at the 2015 IEEE 12th International Conference (MASS) workshop in Dallas, Texas.**

Personal Projects

AI Algorithmic Melody Generator

- Takes in a song from a midi, analyzes patterns of the musical structure, and composing its own original melodies based on the patterns it had learned.
- Accomplished that by implementing Long Short Term Memory (LSTM) Neural Network
- Attempting to make full AI song composer, an AI that can generate entire songs with a series melodies.
- Currently experimenting with restricted boltzmann machines and LSTM layer

Face Tracking via Haar Classification and Lucas Kanade

- Improved face tracking sample from OpenCV documentation by combining both Harr Classification and Lucas Kanade optical flow algorithm.
- This allowed the computer to track the face/head in various different angles (front face to side face) even with limited face dataset (Python)

Road Segmentation for Autonomous Vehicles

- Uses computer vision and processing algorithms such as histogram backprojection and morphological filtering to perform road segmentation in order to detect and recognize roads in a noisy environment.
- Made to be implemented in the DriveAI project, an initiative for open-source autonomous vehicles. (Python)

Lyrics Generator based on Markov Chains

- Implemented markov chains on lyrics data scrapped from the web to create program that can generate its own unique set of lyrics based on genre.
- Have the capability of creating lyrics based on syllable count per line. Part of a long term project to create a full AI song composer. (Python)