

# Martin Matak

PhD Student at the University of Utah

<https://martinmatak.github.io>

## EDUCATION

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### University of Utah

PhD in Computer Science

Aug 2019 – present

- Advised by Tucker Hermans
- Focused on dexterous grasping and manipulation

### Vienna University of Technology / TU Wien (Austria)

MSc in Computational Intelligence / Logic and Computation

Oct 2016 – June 2019

- Advised by Georg Weissenbacher
- Thesis: *Attacks against Neural Networks* [PDF]

### University of Zagreb, Faculty of Electrical Engineering and Computing (Croatia)

BSc in Computer Science

Sep 2013 – Jul 2016

- Thesis: *Data Processing with Technology Apache Spark*

## PUBLICATIONS

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- “DextrAH-G: Pixels-to-Action Dexterous Arm-Hand Grasping with Geometric Fabrics”  
Tyler Ga Wei Lum\*, Martin Matak\*, Viktor Makoviychuk, Ankur Handa, Arthur Allshire, Tucker Hermans, Nathan D. Ratliff, Karl Van Wyk  
*under submission*
- “Don’t miss the point! Point-based context enables multimodal, multifingered grasping as regression”  
Martin Matak, Karl Van Wyk, Tucker Hermans  
*under submission*
- “23 DoF Grasping Policies from a Raw Point Cloud” [PDF]  
Martin Matak, Karl Van Wyk, Tucker Hermans  
*IEEE International Conference on Robotics and Automation (ICRA) Workshop on Geometric Representations 2023*
- “Planning Visual-Tactile Precision Grasps via Complementary Use of Vision and Touch” [PDF]  
Martin Matak and Tucker Hermans  
*IEEE Robotics and Automation Letters (RA-L) 2022*
- “Comparing Piezoresistive Substrates for Tactile Sensing in Dexterous Hands” [PDF]  
Rebecca Miles, Martin Matak, Mohanraj Devendran Shanthi, Darrin Young, Tucker Hermans  
*Preprint*
- “Learning Continuous 3D Reconstructions for Geometrically Aware Grasping” [PDF]  
Mark Van der Merwe, Qingkai Lu, Balakumar Sundaralingam, Martin Matak, Tucker Hermans  
*IEEE International Conference on Robotics and Automation (ICRA) 2020*

## WORK EXPERIENCE

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### NVIDIA, Seattle, US

Research Scientist Intern at Seattle Robotics Lab

May 2022 – May 2024

- Combining RL and low-level control for dexterous grasping.

### Deloitte Digital, Vienna, Austria

Analyst (Software developer)

May 2018 – July 2019

- Part of the team that developed a loyalty program used by multiple grocery stores and gas stations.
- Worked on the backend side (Java, Oracle)

## **Austrian Institute of Technology (AIT), Vienna, Austria**

Data Science Intern

Oct 2017 – Feb 2018

- Investigated linkability of *monero* cryptocurrency (Scala, Google Cloud).

## **CROZ d.o.o., Zagreb, Croatia**

Software Engineering Intern

Jul 2016 – Oct 2016

- Worked on graph search through natural language (Croatian).

## **SELECTED PROJECTS**

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### Grasping Pipeline

Aug 2019 – now

- Generating grasps for a robot from only a partial view of the object. The project is under development.
- Tech stack: Python 2 and 3, ROS, PyTorch, C++
- Source: <https://bit.ly/3UfPDbE>

### Adversarial Perturbations Against Deep Neural Networks

Jul 2018 – Apr 2019

- Trained several classifiers for human age estimation from the given image. Evaluated several white-box and black-box attacks against the classifiers. Developed a new black-box attack based on the existing state of the art algorithm. Some adversarial samples successfully tricked Microsoft service for age estimation.
- Tech stack: Tensorflow, Keras, and Python 3
- Source: <https://github.com/martinmatak/adversarial-framework>

### Neural Bird

Sep 2015 – Jan 2016

- Five of us developed a harder version of flappy bird and trained the agent (a neural network) to play better than human. My part was developing a neural network from scratch. More info about the project: <http://morgoth.zemris.fer.hr/data-repo/proj/1/>.
- Tech stack: Java
- Source: <https://github.com/martinmatak/NeuralBird>