

Matheus Gadelha

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EDUCATION

University of Massachusetts - Amherst, Amherst, MA

Ph.D., Computer Science, Fall 2015 - Present

Federal University of Rio Grande do Norte, Natal, RN, Brazil

Thesis: An Augmented Reality Pipeline to Create Scenes with Coherent Illumination

B.Sc., *M.Sc.* Computer Science, 2008 - 2014

RESEARCH

Amazon Web Services - Rekognition Team

Applied Scientist Intern, Summer 2018

CICS, University of Massachusetts - Amherst

Research Assistant, Fall 2015 - Present

Shape and image synthesis using deep learning

DIMAp, Federal University of Rio Grande do Norte

Research Assistant, 2012 - 2014

Keypoint descriptors; realistic augmented reality

PAPERS

Matheus Gadelha, Rui Wang, Subhansu Maji. *Multiresolution Tree Networks for 3D Point Cloud Processing*. To appear at European Conference on Computer Vision (ECCV), 2018.

Matheus Gadelha, Subhansu Maji, Rui Wang. *Unsupervised 3D Shape Induction from 2D Views of Multiple Objects*. International Conference on 3D Vision (3DV) ArXiv 1612.05872, 2017.

Zhaoliang Lun, **Matheus Gadelha**, Evangelos Kalogerakis, Subhansu Maji, Rui Wang. *3D Shape Reconstruction from Sketches via Multi-view Convolutional Networks*. International Conference on 3D Vision (3DV - Oral), 2017.

Matheus Gadelha, Subhansu Maji, Rui Wang. *Shape Generation using Spatially Partitioned Point Clouds*. 28th British Machine Vision Conference (BMVC), London, Great Britain, 2017.

Matheus Gadelha, Bruno Motta. *DRINK: Discrete Robust INvariant Keypoints*. 22nd International Conference on Pattern Recognition (ICPR), Stockholm, Swedden, 2014.

Alyson M. C. Souza, **Matheus Gadelha**, Alyppio Coutinho, Antonio Pereira Junior, Andre L. H. Pantoja, Selan R. dos Santos. *A video-tracking based serious game for motor rehabilitation of post-stroke hand impairment*. SBC Journal on 3D Interactive Systems, v. 3, p. 37-46, 2012

EXPERIENCE

Temporary Lecturer

2014 - 2015

Algorithms and Numerical Analysis

Federal University of Rio Grande do Norte

Natal, RN, Brazil

Graphics Programmer

2012 - 2014

Graphics programmer in serious games for the project *Reading+Neuroscience*. Using OpenGL and Unity3D.

FUNPEC - Research Foundation of RN

Natal, RN, Brazil

COMPUTER SKILLS

Languages: C, C++, Python, Java, JavaScript, Lua.

Libraries: OpenGL, Tensorflow, PyTorch, OpenCV, Numpy, SkLearn.

Applications: Vi/Vim, Git, Latex, Unity3D.