

## Matheus Gadelha

256 Computer Science Building  
College of Information and Computer Sciences  
140 Governors Dr., Amherst, MA 01003

mgadelha@cs.umass.edu  
<https://matheusgadelha.github.io/home>  
+1 413 404 8505

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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  
*Advisors*: Selan dos Santos and Bruno Motta  
*M.Sc.*, Computer Science, 2012 - 2014  
*B.Sc.*, Computer Science, 2008 - 2011

### RESEARCH

**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

[1] **Matheus Gadelha**, Subhransu Maji, Rui Wang. *3D Shape Induction from 2D Views of Multiple Objects*. ArXiv 1612.05872, 2016.

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

[3] 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** Federal University of Rio Grande do Norte  
2014 - 2015 Natal, RN, Brazil  
Algorithms and Numerical Analysis

**Graphics Programmer** FUNPEC - Research Foundation of RN  
2012 - 2014 Natal, RN, Brazil  
Graphics programmer in serious games for the project *Reading+Neuroscience*. Using OpenGL and Unity3D.

### COMPUTER SKILLS

**Languages**: C, C++, Python, Java, Matlab.  
**Libraries**: OpenGL, Tensorflow, OpenCV, Numpy.  
**Applications**: Vi/Vim, Git, Latex, Unity3D.  
**Operating Systems**: Linux, Windows, Mac OS.

### AWARDS

**Programa de Educacao Tutorial** (2008 - 2011). Program sponsored by the Brazilian Ministry of Education to support students with highlighted skills during undergraduate courses of federal institutions. In the Tutoring Education Program students are required to executed teaching activities, research (undergraduate research) and out-reach activities.