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

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, Subhransu 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, Subhransu Maji, Rui Wang. *3D Shape Reconstruction from Sketches via Multi-view Convolutional Networks.* International Conference on 3D Vision (3DV - *Oral*), 2017.

Matheus Gadelha, Subhransu 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   Federal University of Rio Grande do Norte
2014 - 2015   Natal, RN, Brazil
Algorithms and Numerical Analysys

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, JavaScript, Lua.
Libraries: OpenGL, Tensorflow, PyTorch, OpenCV, Numpy, SkLearn.
Applications: Vi/Vim, Git, Latex, Unity3D.

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.