

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
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 execute teaching activities, research (undergraduate research) and outreach activities.