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
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, Subhransu Maji. *Multiresolution Tree Networks for 3D Point Cloud Processing.* European Conference on Computer Vision (ECCV), 2018.

Jong Chyi-Su **Matheus Gadelha**, Rui Wang, Subhransu Maji. *A Deeper Look at 3D Shape Classifiers.* Second Workshop on 3D Reconstruction Meets Semantics (3DRMS-ECCV), 2018.

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.

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