Matt Dutson

CS Graduate Student at UW-Madison

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Education

2018–Present MS/PhD in Computer Science, University of Wisconsin–Madison, Madison WI.

Interests: Computer vision, computer graphics, machine learning

Advisor: Mohit Gupta

2013–2018 Honors BS in Physics, University of Utah, Salt Lake City UT, magnum cum laude.

Minors: Computer science, mathematics

Thesis: Reconstruction of Cosmic Ray Geometry Using Cherenkov Backscattering

Publications

2020 Fibrillar Collagen Quantification With Curvelet Transform Based Computational Methods

Frontiers in Bioengineering and Biotechnology

Y. Liu, A. Keikhosravi, C. Pehlke, J. Bredfeldt, **M. Dutson**, H. Liu, G. Mehta, R. Claus, A. Patel, M. Conklin, D. Inman, P. Provenzano, E. Sifakis, J. Patel, and K. Eliceiri

Research Experience

2020-Present Research Assistant, UW-Madison, Advised by Mohit Gupta.

- Creating image and video processing algorithms for single-photon cameras (SPADs).
- Exploring theory and applications of spiking neural networks.

2018–2019 Research Assistant, UW-Madison, Advised by Jignesh Patel and Kevin Eliceiri.

- Participated in the initial design and development of Hustle, a scalable replacement for SQLite written in Rust.
- Built a Java application for generating synthetic images of biological fiber networks.

2016–2018 **Research Assistant**, *University of Utah*, Advised by Douglas Bergman.

- Wrote C++ simulations of cosmic ray propagation and detection to test novel detection techniques.
- o Operated the Telescope Array observatory in Delta UT.

Selected Coursework

Computer Science Computer vision, computer graphics, machine learning, high performance computing, computer architecture, data visualization, nonlinear optimization, algorithms

Mathematics Real analysis, statistics, partial differential equations, ordinary differential equations,

linear algebra, calculus

Physics Particle physics, quantum mechanics, special relativity, thermodynamics, classical physics

Technical Skills

Languages C++, Java, Python, Rust, C, C#, JavaScript, Perl

Machine Learning TensorFlow, PyTorch, scikit-learn

Scientific NumPy, MATLAB

High Performance CUDA, MPI, OpenMP

Other Linux, UNIX, Git, LaTeX

Industry Experience

2019 Map Exploration Software Intern, Esri, Redlands CA.

- o Designed and implemented algorithms for high-performance viewshed analysis.
- Built an integrated machine learning application for automatically detecting building features in 3D urban scenes.
- 2017 Process Software Intern, IM Flash Technologies, Lehi UT.
 - o Improved the efficiency of wafer defect sourcing using an automated Perl pipeline.
 - Reduced errors in process time estimation by 97 percent via online statistical analysis of historical data.
- 2016 Process Software Intern, IM Flash Technologies, Lehi UT.
 - Created a C++ OpenCV computer vision application which successfully detected manufacturing equipment failures.

Teaching Experience

Fall 2019 **Teaching Assistant**, *UW–Madison*, CS 559 Computer Graphics.

Instructor: Florian Heimerl

Fall 2017 **Teaching Assistant**, *University of Utah*, CS 2100 Discrete Structures.

Instructor: Bei Wang

Spring 2017 **Teaching Assistant**, *University of Utah*, PHYS 2020 General Physics II.

Instructor: Ren Pankovich

Fall 2016 **Teaching Assistant**, *University of Utah*, PHYS 2010 General Physics I.

Instructor: Orest Symko

2015–2016 **Private Physics Tutor**, *University of Utah*.

Courses: General Physics I and II, Physics for Scientists and Engineers I and II, Introduction to Quantum Theory and Relativity

Volunteer Experience

2019-Present Events Committee Chair, Student ACM Chapter, Madison WI.

- Responsible for overseeing department-wide, student-organized events.
- Coordinated with the CS department in planning and hosting the 2020 prospective graduate student welcome weekend event.
- 2019 Events Committee Officer, Student ACM Chapter, Madison WI.
- 2018 Scratch Club Leader, Lowell Elementary School, Madison WI.
- 2016, 2017 Project Judge, Salt Lake Valley Science and Engineering Fair, Salt Lake City UT.