ELLIOT BARTEL

Cambridge, MA
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EDUCATION

Cambridge, MA — Massachusetts Institute of Technology — 2012-2016

- **S.B. in Computer Science and Engineering**, June 2016.
- **Coursework**: : Mobile & Sensor Computing, Computer Vision, Machine Learning, Design & Analysis of Algorithms, Artificial Intelligence, Computational Photography, User Interface Design & Implementation, Interactive Music Systems, iOS Game Development, Software Design, Linear Algebra, Discrete Mathematics.

AWARDS

First Place MIT Computer Vision MiniPlaces Scene Recognition Challenge, out of 20 teams. — Fall 2015
Grand Prize MIT 6.670 iOS Game Development Competition, out of 15 teams. — Winter 2014
First Place Software Design in Final Project, MIT Software Construction Course, out of 60 teams. — Fall 2014

WORK EXPERIENCE

Atlas5D

Dec. 2016 - present — R&D — Computer Vision Research Scientist

- Worked to create a device which captures clinical-grade motion measurements of patients in the home
- Trained deep learning classifier to differentiate a patient from other people based on depth (not RGB) data
- Currated datasets for training and testing convolutional neural networks implemented with TensorFlow

MIT Computer Science and Artificial Intelligence Lab

Spring 2016 — Vision Group — Undergraduate Researcher

- Evaluated accuracy of convolutional neural networks performing pixel-wise semantic image segmentation
- Wrote Python scripts using PyCaffe library to test the performance of Caffe-implementations of CNN's on images taken from moving vehicles

Google Inc.

Summer 2015 — Android Wear Applications — Software Engineering Intern

- Added a new type of note to Keep (Android's first party reminders app) for Android Wear watches
- New note allows users to sketch multi-color, vectorized drawings on their watch and efficiently sync those notes to a phone over the bluetooth pairing

MIT Media Lab

Spring 2015 — Tangible Media Group — Undergraduate Researcher

- Applied computer vision algorithms (edge, corner, and blob detection) to the inFORM kinetic shape display to allow it to detect, locate, and manipulate a set of blocks
- Implemented the interactive software using a Kinect, C++, OpenCV, and openFrameworks

Apple Inc.

Summer 2014 — Interactive Media Group — Software Engineering Intern

- Applied machine learning and computer vision algorithms to prototype a potential feature for OS X and iOS
- Programmed a stand-alone application and UI in Objective-C and C++ showing the accuracy and usefulness of certain computer vision algorithms in making the new feature possible
- Presented the application to John Stauffer, Apple Vice President, to demonstrate the feature's benefits