

**Steven Basart**  
*Computer Science PhD student*

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## *Research Interests*

My current research in computer science is in the field of computer vision. I am working on the problem of visual question answering where the task can be described as given both an image and a question to produce a correct answer. Most of my research currently involves the use of machine learning and deep learning methods.

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## *Education*

**Doctor of Philosophy (Computer Science) 2014 to ongoing**  
University of Chicago, Chicago, Illinois

**Bachelor of Science (Biochemistry and Computer Science) 2010 to 2014**  
University of Miami, Miami, Florida

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## *Courses*

Machine Learning  
Algorithms

Robot Planning/AI  
Databases

Computer Vision

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## *Teaching*

TA for [Intro. to Computer Science](#) (Winter 2016)  
TA for [Computational Biology](#) (Fall 2015)

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## *Research Experience*

## Computer Science 2014 to current

I am working with Dr. Greg Shakhnarovich at TTIC in the areas of machine learning and computer vision on the problem of visual question answering. I have worked with Torch and tensorflow to create various neural network models.

## Biochemistry 2011 to 2014

I worked with Dr. Richard Myers at the University of Miami trying to create a generic genetic therapy via transducible gene editing proteins. I ran western blots, gel electrophoresis, transductions, PCR, and electroporation

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## Technical

Python

Git / SVN

Java

MySQL

Javascript / NodeJS

OpenGL

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## Experience

### Here Maps Research Intern Summer 2016

I worked on using deep learning to create road maps. **Deep Learning**

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## Projects

### OpenGL Renderer

[myRenderer](#)

I created a simple OpenGL renderer to render some height maps and draw some objects. Applies simple lighting and texturing.

### BattleShip game over internet

[BattleShip](#)

I created a simple Battleship game in C that has a client, server interface.