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. For the years of 2016-2017 I have worked on generative models, specifically GANs. I have begun investigation into reinforcement learning techniques and their applications into computer vision. My research focuses on the uses of machine learning.

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

Courses

Machine Learning	Robot Planning/AI	Computer Vision
Algorithms	Databases	

Teaching

TA for Machine Learning (Autumn 2017)

TA for Intro. to Computer Science (Autumn 2016)

TA for Machine Learning(Spring 2016)

TA for Intro. to Computer Science (Winter 2016)

TA for Computational Biology (Autumn 2015)

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 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

Java

Javascript / NodeJS

Git / SVN

MySQL

OpenGL

Experience

Here Maps *Research Intern* **Summer 2017**
I worked on models to better predict arrival times (ETA estimates) and lane level navigation prediction which can be used for autonomous vehicles.
python, pytorch

Here Maps *Research Intern* **Summer 2016**
I developed a model that creates road probability maps that can be used to

detect differences between artificial maps and the real roads. **python, tensorflow**

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.