Daniel Gordon

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Education

The University of Washington 2014-Present
Ph. D. student in Computer Science

The University of Washington 2016
Masters in Computer Science

Washington University in St. Louis Graduated May 2014
Bachelor of Science in Computer Science
Second Major in Entrepreneurship
Summa Cum Laude – GPA: 3.96, Engineering Class Rank: 8/323

Publications

IQA: Visual Question Answering in Interactive Environments CVPR 2018
Daniel Gordon, Aniruddha Kembhavi, Mohammad Rastegari, Joseph Redmon, Dieter Fox, Ali Farhadi

AI2-THOR: An Interactive 3D Environment for Visual AI 2017
Eric Kolve, Roozbeh Mottaghi, Daniel Gordon, Yuke Zhu, Abhinav Gupta, Ali Farhadi Technical Report

Re3 : Real-Time Recurrent Regression Networks for Object Tracking RA-L 2018
Daniel Gordon, Ali Farhadi, Dieter Fox

Visual Semantic Planning using Deep Successor Representations ICCV 2017
Daniel Gordon, Yuke Zhu, Eric Kolve, Dieter Fox, Li Fei-Fei, Abhinav Gupta, Roozbeh Mottaghi, Ali Farhadi

Collaborative Rephotography SIGGRAPH 2013
Ruth West, Abby Halley, Daniel Gordon, Jarlath O'Neil-Dunne, Robert Pless Studio Talks

Collaborative Imaging of Urban Forest Dynamics: Augmenting Rephotography to Visualize Changes over Time IS&T/SPIE 2013
Ruth West, Abby Halley, Jarlath O Neil-Dunne, Daniel Gordon, Robert Pless

Honors and Awards

National Science Foundation GRFP Honorable Mention 2015 and 2016
Wissner-Slivka Fellowship 2014
Achievement Rewards for College Scientists (ARCS) Fellowship 2014-2016
Outstanding Senior Award – Computer Science and Engineering 2014
Sigma Xi Inducted Spring 2014
Upsilon Pi Epsilon Inducted Fall 2013
Tau Beta Pi Inducted Fall 2012

Research

I am researching using convolutional neural networks (CNNs) and recurrent neural networks (RNNs) for real-time object tracking in video data. I am developing fast and robust algorithms with the eventual goal of fully tracking laboratory procedures to reduce errors in experiments and increase reproducibility. I am also working on visual planning for robots using simulation environments and a combination of reinforcement learning and supervised learning. 2014-Present

Work Experience

Allen Institute for Artificial Intelligence: January-March 2017
Research Intern – Vision Team
- Conducted research resulting in the paper Visual Semantic Planning using

Deep Successor Representations

Google:

Software Engineering Intern – Google Maps — Summer 2013, Summer 2014
- Designed and programmed the Street View Time Machine frontend
- Increased polish and feature improvement on the new Maps frontend

Engineering Practicum Intern – Google Wallet — Summer 2012
- Integrated an autocomplete feature to the Wallet website
- Added Google+ profile images and names to various Wallet pages
- Created the Wallet dashboard page and recent transaction widget

Washington University Department of Computer Science:

Research Assistant for Professor Robert Pless — Fall 2011-Spring 2014
- Research transfer learning using handwriting recognition data
- Maintain the RePhoto Android app: http://projectrephoto.com/
- Find and parse webcam URLs for the AMOS database

iEnable:

iPhone App Programmer
- Created a location-based to-do list — Summer 2011
- Created a tennis court reservation system

Teaching Experience

Teaching Assistant at Washington University in St. Louis

Introduction to Artificial Intelligence	Spring 2013-Fall 2013
Algorithms and Data Structures	Fall 2013
Logic and Discrete Mathematics	Fall 2012
Introduction to Computer Science	Fall 2010-Spring 2012

Patents

Providing a thumbnail image that follows a main image — April 3, 2018
US Patent 9,934,222

Display screen with graphical user interface or portion thereof — March 14, 2017
US Patents D780,210, D780,211, D780,777, D780,794, D780,795, D780,796, D780,797, D781,317, D781,318, D781,337

Technical Skills

Proficient in: Java, Python, Caffe, Tensorflow, Matlab, Javascript, Google Closure, Git, HTML, CSS
Capable in: Android, C++, PHP, Mercurial
Basic Knowledge: CUDA, Objective-C/Cocoa, iPhone, MySQL, C, JQuery, Unix Terminal, LaTeX