

Ashley Eden

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EDUCATION

- 2002-PRESENT **University of California, Berkeley**, Berkeley, CA
Ph.D. candidate in Computer Science
M.S. conferred in December 2006.
Focus: Computer Graphics, Computer Vision
Advisor: Jitendra Malik
- 1998-2002 **Harvard University**, Cambridge, MA
A.B., Magna Cum Laude with High Honors in Computer Science, June 2002.
Undergraduate Thesis: *Directable Motion Texture Synthesis*
- 1994-1998 **Montgomery Blair High School**, Silver Spring, MD
Science, Mathematics and Computer Science Magnet Program

WORK EXPERIENCE

- FALL 2002-PRESENT **Graduate Student Researcher**
University of California, Berkeley
(Assorted computer graphics and vision projects including: (1) System to render liquid simulations in a non-photorealistic manner, customizable by an artist. See reel for results. (2) Developing a facial image indexing interface to match lost children with their parents after a disaster. Involves learning a metric for feature importance in facial similarity.)
- SUMMER 2007 **Software Engineering Intern**, StreetView
Google, Mountain View, California
(Worked on image quality/pipeline for the Streetview application.)
- SEPTEMBER 2007 **Intern**, Framestore NY
(Worked on effects animation for a Discover commercial, modeled an L-system tree, worked on implementing dual-quaternion skinning.)
- FALL 2006-PRESENT **Teaching Assistant**, Advanced Digital Animation (New Media 190)
University of California, Berkeley, with Prof. Greg Niemeyer and Prof. Dan Garcia
(Critique animations, give in-class Maya/Renderman demos, help students with effects)
- SPRING 2005 **Graduate Student Instructor**, Introduction to Computer Graphics (Comp. Sci. 184)
University of California, Berkeley, with Prof. James O'Brien
- SUMMER 2004 **Research Intern**, Interactive Visual Media Group
Microsoft Research, Seattle, WA
(Implemented new method for high-dynamic range panoramic image stitching.)
- SUMMER 2001 **Software Design Engineer**, Action Combat & Simulation Group
Microsoft, Seattle, WA
(Created the sound engine for an Xbox game.)
- FALL 2000 **Teaching Fellow**, Introduction to Computer Graphics (Comp. Sci. 175/275)
Harvard University, with Prof. Steven Gortler
- SUMMER 2000 **Software Design Engineer**, Digital Imaging and Graphics Group
Microsoft, Seattle, WA
(Implemented new image stitching techniques for panoramic images.)

- SUMMER 1999-WINTER 2000 **Undergraduate Researcher**, with advisor Prof. Steven Gortler
Harvard University
(Worked on video camera calibration techniques, background and volume extraction, silhouette interpolation.)
- SUMMER 1997 **Guest Researcher**, National Eye Institute
National Institutes of Health, Bethesda, MD
(Devised original experiments, code in “REX”—a “C” based language, tested theories of visual coding using human subjects.)

PUBLICATIONS

- A. Eden, A. Bargteil, T. Goktekin, S. B. Eisinger, J. O’Brien. *A Non-Photorealistic Method for Rendering Liquid Animations*. In Graphics Interface 2007, Montreal, Canada, May 2007.
- A. Eden, M. Uyttendaele, and R. Szeliski. *Seamless Image Stitching of Scenes with Large Motions and Exposure Differences*. In IEEE Computer Society Conference on Computer Vision and Pattern Recognition (CVPR 2006), New York, New York, June 2006.
- G. Mori, A. Berg, A. Efros, A. Eden, and J. Malik. *Video based motion synthesis by splicing and morphing*. Report No. UCB/CSD-4-1337, June 2004.
- M. Uyttendaele, A. Eden, and R. Szeliski. *Eliminating ghosting and exposure artifacts in image mosaics*. In IEEE Computer Society Conference on Computer Vision and Pattern Recognition (CVPR 2001), Kauai, Hawaii, December 2001.

SELECTED AWARDS

- 2002-2006 National Science Foundation Graduate Research Fellowship
- 2001-2002 Microsoft Women’s Technical Scholarship, one year full tuition
- 1999-2001 Harvard College Scholarship
- 1998 Society of Women Engineers/Admiral Grace M. Hopper Scholarship
- 1998 1st Place, Neuroscience Research Prize, American Academy of Neurology

SKILLS

- Programming Skills** C/C++, Renderman, OpenGL, MATLAB, Maya, Adobe Photoshop (exposure to), L^AT_EX, Perl, LISP, Java, Windows, Linux
- Relevant Coursework** **Computer Classes:** computer graphics, visualization, computer vision, real-time algorithms for computer games/game design, advanced algorithms, advanced linear algebra
Other Classes: advanced digital animation, hand animation, psychology of aesthetics, fiction/narrative & form in film, playwriting & dramatic technique, human color vision
- Art/Other Experience** Staff, Demon Magazine (humor publication): Visual Arts Director (2001), Art Editor (2000), Literary Editor (1999)
Lead and Assistant Technical Director for various theatrical productions (1999-2002)
Completed class in Introduction to Improv. Acting, Spring 2004