

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
Active Research: Non-photorealistic rendering
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

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
Other Classes: advanced digital animation, hand animation, psychology of aesthetics, fiction/narrative & form in film, playwriting & dramatic technique
- 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

WORK EXPERIENCE

- 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)
- 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) Automatic landmark cutout for navigational maps.)
- 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.)
- SUMMER 1996 **Summer Volunteer**, Division of Computer Research and Technology
National Institutes of Health, Bethesda, MD
(Wrote mathematical derivations and code for Monte Carlo simulation of entropy changes in molecular folding.)

PUBLICATIONS

A. Eden, A. Bargteil, T. Goktekin, S. B. Eisinger, J. O’Brien. *A Non-Photorealistic Method for Rendering Liquid Animations*. To appear in Graphics Interface 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