

Dieter Koller

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Objective:

A challenging senior research and development position in computer vision or computer graphics. Special interests in three-dimensional modeling from images, model matching, motion analysis and tracking with application to Virtual/Augmented Reality, user interaction and visualization.

Education:

1992: Ph.D. in Computer Science, University of Karlsruhe, Germany.

1988: Masters in Physics (with honors), University of Karlsruhe, Germany.

Professional Skills:

- Strong experience (> 8 years) in architecting large scale object-oriented software applications using C++. Very experienced in all phases of the software engineering process.
- Strong mathematical background.
- Platforms: IBM PC, Sun Sparc, Silicon Graphics.
- Operating systems: Windows 95/NT, Unix/Linux, SGI IRIX.
- Software: Visual C++ w/ MFC, OpenGL, C, C++, X-Windows, OSF/Motif, Tcl/Tk, HTML.

Experience:

1997–present: **Software engineer and team leader** *Autodesk, Inc., Mountain View, CA*

I am heading the platform integration group for architecting and implementing an application for 3D modeling from images in Visual C++ on Windows 95. I also headed a team for the design and implementation of a module for parametric 3D model matching and parameter estimation.

1996–1997: **Post doctoral fellow and student advisor** *California Institute of Technology, Pasadena, CA*

Designed and implemented a general computer vision software tool in C++ and Tcl/Tk on Linux, which was later specifically tailored for image sequence analysis and human motion detection in video sequences.

1994–1996: **Research scientist** *European Computer Research Centre, Munich, Germany*

Conducted research in vision-based camera and object tracking for Augmented Reality applications and implemented a real-time camera tracking system in C++ on a Silicon Graphics system using IRIS Performer and OpenInventor.

1992–1994: **Post doctoral researcher** *University of California at Berkeley, CA*

Conducted research in tracking cars in video sequences, machine vision based vehicle control, and binocular stereo vision. Designed and implemented a real-time system for detecting and tracking cars in video sequences, as well as a system for machine vision based vehicle control. Coauthored several research project proposals.

1988–1992: **Researcher and teaching assistant** *CS Department, University of Karlsruhe, Germany*

Conducted research in motion detection and tracking of moving objects in image sequences and designed and implemented a large experimental system for image sequence analysis. Also worked as advisor in diploma theses and student projects.

International Activities:

Reviewer for international conferences and journals.

Author of more than twenty international research publications.