Radford C. Parker

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EXPERIENCE

| SMT (previously known as Sportvision) | Fremont, CA |
|---|------------------|
| Vice President, Research and Core Engineering | 5/18 - Present |
| Engineering Manager, Cameras/3D Modeling | 1/16 - 5/18 |
| Senior Software Engineer | 5/15 - 1/16 |
| Our team focuses on real-time graphics, camera registration, feature recognition, feature tracking, object detection, sensor fusion, bundle adjustment, real-time camera tracking, video stabilization, lidar scanning, photogrammetry, and 3D reconstruction | |
| - We build 3D models, libraries, tests, and applications that serve a wide range of products | |
| Our products have been utilized for events in tennis, golf, football, baseball, hockey, and A | merican football |
| Helped build one of the most accurate systems in the world for making offside decisions in | |
| Helped build the first system to track a fully articulating camera in real-time for live broad mixed reality using only monocular vision | |
| | an Francisco, CA |
| Computer Vision Engineer | 4/14 - 4/15 |
| - Worked with artists to design, build, and integrate tools into a production environment | |
| Projects focused on the topics of machine learning, graph theory, image segmentation, feat feature localization, and filtering | ure detection, |
| Major projects concentrated on building complete pipelines for automated offline tree dete interactive region masking from high resolution aerial imagery | ction and |
| ESPN | Bristol, CT |
| Project Associate Development Engineer | 6/12 - 4/14 |
| Worked on a research and development team focused on projects that were anywhere from six months to five years ahead of production | |
| Projects focused on the topics of augmented reality, optical character recognition, tracking numerical optimization, and pose estimation | , segmentation, |
| Major projects concentrated on real-time camera tracking, augmented reality, free viewpoi broadcast video game state detection, and automated highlight generation | nt video, |
| Georgia Tech Computational Perception Laboratory | Atlanta, GA |
| Graduate Research Assistant | 8/11 - 5/12 |
| - Worked under the guidance of Irfan Essa on video segmentation and RGB-D research | |
| Major projects included Microsoft Kinect depth inpainting and video segmentation enhanc and occlusion features | ed with depth |
| PATENT | |

White, Marvin S., Radford Parker, Divya Ramakrishnan, Louis Gentry, and Rand Pendleton. "Multi view camera registration." U.S. Patent Application 15/266,541, filed March 15, 2018.

SKILLS

Software and Environments: Microsoft Visual Studio, XCode, CMake, Mathcad, Latex, Vim, Git, SVN, Perforce, Meshlab, CloudCompare, Sketchup, Blender, FFmpeg, GIMP, Adobe Photoshop, Adobe Premiere Programming Languages: C++, Python, MATLAB, GLSL, Ruby Libraries, APIs, SDKs: OpenCV, Qt, Boost, OpenGL, GLEW, GLFW, GLUT, Libav, Intel TBB, Google Ceres Solver, Google Logging, Google Test, Eigen, Intel IPP Operating Systems: Microsoft Windows, Linux, Mac OSX

EDUCATION

| Georgia Institute of Technology, Atlanta, GA | 1/11 - 5/12 |
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| Master of Science in Electrical and Computer Engineering with Honors | |
| Georgia Institute of Technology, Atlanta, GA | 8/07 - 12/1 |
| Bachelor of Science in Computer Engineering with Honors | |