

Dan Maynes Aminzade

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Education



Stanford University, Stanford, California

- › PhD with Distinction in Teaching, Computer Science, September 2008
- › Research Advisor: Terry Winograd
- › PhD Thesis: *Interactive Visual Prototyping of Computer Vision Applications*



Massachusetts Institute of Technology, Cambridge, Massachusetts

- › MS, Media Arts and Sciences, May 2003
- › Research Advisor: Hiroshi Ishii
- › Master's Thesis: *Applications of Computer-Controlled Actuation in Workbench Tangible Interfaces*



Carnegie Mellon University, Pittsburgh, Pennsylvania

- › BS Honors, Computer Science, May 2001
- › Research Advisor: Randy Pausch
- › Undergraduate Honors Thesis: *Techniques for Interactive Audience Participation*

Work Experience



Google, New York, New York

Software Engineer, 2008-Present

Developing "PlaceRank," a measure of the prominence and importance of landmarks, businesses, and geographic entities, used in Google Maps and Google Earth.



University of Tokyo User Interface Research Group, Tokyo, Japan

JSPS Research Fellow, Summer 2005

Built a simple computer vision toolkit to enable designers and inexperienced programmers to prototype camera-based interfaces.



Fuji Xerox Palo Alto Laboratory (FXPAL), Palo Alto, CA

Research Programming Intern, Summer 2004

Built, deployed, and evaluated new features for the FXPAL Bar, a proactive contextual recommendation system.



Mitsubishi Electric Research Lab, Cambridge, Massachusetts

Research Programming Intern, Summer 2003

Developed and patented a new system for LCD projector calibration using a projection surface embedded with light sensors.



MIT Media Laboratory, Cambridge, Massachusetts

Research Assistant, Tangible Media Group, 2001-2003

Researched tangible user interfaces, novel input and output devices, and software techniques for collaborative multi-user interaction.



Microsoft Corporation, Redmond, Washington

Software Development Intern, Summer 2002

Added support for Tablet PCs to the MSN Messenger instant messaging client, allowing Tablet PC users to chat using handwritten ink messages and sketches.



Adobe Systems, Arden Hills, Minnesota

Advanced Technology Group Intern, Summer 2001

Created the video import filter components of the e-book authoring plug-ins for the Adobe InDesign desktop publishing application.



Walt Disney Imagineering, Glendale, California

Research & Development Intern, Summer 2000

Developed the client-side technology for ABC's *Enhanced Television* version of *Monday Night Football* (<http://etv.go.com>).



Human Computer Interaction Institute, Carnegie Mellon University

Research Assistant, Stage 3 Research Group, 1997-2001

Contributed to the development of *Alice* (<http://www.alice.org>), a rapid-prototyping system for 3D graphics and virtual reality.

Honors

Forsythe Teaching Award for Computer Science, 2007
Microsoft College Puzzle Challenge, 2nd Place (Nationwide) 2007, 2nd Place (Stanford) 2006
UIST User Interface Design Competition, 1st Place, 2001
Alan Newell Award for Excellence in Undergraduate Research, 2001
CRA Outstanding Undergraduate Award Honorable Mention, 2001
Motorola Software Solutions Competition, 2nd Place, 2001
Carnegie Mellon *Mobot* Robotics Competition, 1st Place, 1999
Andrew Carnegie Scholarship, 1997
National Merit Scholarship, 1997
Advanced Placement Scholar, 1997

Teaching Experience

Stanford University, Stanford, CA
Teaching Assistant for
CS103B: Discrete Structures (2003)
CS147: Introduction to HCI (2004, 2005, & 2006)
CS223B: Introduction to Computer Vision (2006)
CS194: Undergraduate Senior Project (2006 & 2007)

Teaching Fellow and course designer for
CS377S: Designing Applications that See (2007 & 2008)

Massachusetts Institute of Technology, Cambridge, MA
Teaching Assistant for
MAS 834: Tangible Interfaces (2002)

Publications

- ▶ Maynes-Aminzade, D., T. Winograd, and T. Igarashi. Eyepatch: Prototyping Camera-based Interaction through Examples. ACM Symposium on User Interface Software and Technology, 2007.
- ▶ Billsus, D., D. Maynes-Aminzade, and D. Hilbert. Improving proactive information systems. ACM Conference on Intelligent User Interfaces, 2005.
- ▶ Lee, J., P. Dietz, D. Maynes-Aminzade, and S. Hudson. Automatic Projector Calibration using Embedded Light Sensors. ACM Symposium on User Interface Software and Technology, 2004.
- ▶ Maynes-Aminzade, D. and H. Raffle. You're In Control: A Urinary User Interface. ACM Conference on Human Factors in Computing Systems, 2003.
- ▶ Pangaro, G., D. Maynes-Aminzade, and H. Ishi. The Actuated Workbench: Computer-Controlled Actuation in Tabletop Tangible Interfaces. ACM Symposium on User Interface Software and Technology, 2002.
- ▶ Maynes-Aminzade, D., R. Pausch, and S. Seitz. Techniques for Interactive Audience Participation. ICMI: IEEE International Conference on Multimodal Interfaces, 2002.

Professional Activities

Paper Reviewer, IEEE Computer Graphics & Applications, 2003-2004
Paper Reviewer, ACM CHI, 2001-2007
Paper Reviewer, ACM UIST, 2004-2007

References

Terry Winograd Professor of Computer Science, Stanford University
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MIT Media Laboratory, Room E15-328, 20 Ames Street, Cambridge, MA 02139
(617) 253-7514 • ishii@media.mit.edu

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