

Curriculum Vitae

Arturo Donate

Personal Information

Name: Arturo Donate
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Research Interests: Computer Vision, Pattern Recognition,
Computational Geometry, Computer Graphics

Academic Degrees

- **Ph.D. in Computer Science** (in progress)
Florida State University, Tallahassee, FL
Dissertation: To be determined
- **Masters of Science in Computer Science**
Florida Institute of Technology, Melbourne, FL
Thesis: Image Recovery of Dynamic Scenes
- **Bachelors of Science in Computer Science**
University of Miami, Coral Gables, FL
Senior Project: "Helicopters!": 2D videogame developed using the Win32 API

Professional Employment

- August 2009 - Present. **Teaching Assistant.** Member of CAVIS, the computer vision group at Florida State University.
- August 2006 - July 2009. **GAANN Fellow.** Member of CAVIS, the computer vision group at Florida State University.
- January 2005 - August 2006. **Graduate Research Assistant.** Assigned several research tasks as a member of the Computer Vision group of Florida Institute of Technology.
- August 2000 - May 2004. **Office Computer Assistant.** Provided technical support for the computers in the Mechanical Engineering department of the University of Miami.

Teaching Duties

- Summer 2009 - Instructor for CDA3100: Computer Organization I
- Fall 2009 - Teaching assistant for COP3330: Object Oriented Programming

Honors and Awards

- U.P.E. Computer Science Honor Society Member
- GAANN Fellowship, Florida State University
- Provost Honor Roll, University of Miami
- Dean's List Honor Roll, University of Miami

Publications

- Arturo Donate and Xiuwen Liu. Three Dimensional Information Extraction and Applications to Video Analysis. Video Search and Mining. Eds. D. Schonfeld, C. Shan, D. Tao, and L. Wang. Springer-Verlag, 2010.
- A. Donate, Y. Wang, and X. Liu. Efficient and Accurate Subpixel Path Based Stereo Matching. *International Conference on Pattern Recognition*. Tampa, Florida, 2008.
- X. Liu, A. Donate, M. Jemison, and W. Mio. Kernel Functions for Robust 3D Surface Registration with Spectral Embeddings. *International Conference on Pattern Recognition*. Tampa, Florida, 2008.
- D. Shi, E. Collins, A. Donate, X. Liu, B. Goldiez, and D. Dunlap. Design of Human-Aware Robot Motion Planning with Velocity Constraints. *Collaborative Technologies and Systems*. Irvine, California, 2008.
- D. Shi, E. Collins, A. Donate, X. Liu, B. Goldiez, and D. Dunlap. Human-Friendly Motion Planning for a High Speed Robot. *Florida Conference on Recent Advances in Robotics (FCRAR)*. Melbourne, Florida, 2008.
- A. Donate and E. Ribeiro. Improved Reconstruction of Images Distorted by Water Waves. VISAPP and GRAPP 2006 Special Issue, *Communications in Computer and Information Science (CCIS) 4*, pp. 264-277, Springer-Verlag, Berlin, Heidelberg, 2007.
- A. Donate and E. Ribeiro. Viewing Scenes Occluded by Smoke. In *International Symposium on Visual Computing*, Lake Tahoe, Nevada, 2006.
- A. Donate, G. Dahme, and E. Ribeiro. Classification of Textures Distorted by Water Waves. *International Conference on Pattern Recognition*, Hong Kong, 2006.
- A. Donate and E. Ribeiro. Improved Reconstruction of Images Distorted by Water Waves. In *International Conference of Computer Vision Theory and Applications (VISAPP)*, Setubal, Portugal, 2006. (This publication was chosen by Springer Publishing to be included in the Computer Graphics and Vision Theory and Applications Book I, a collection of the best papers from the VISAPP and GRAPP 2006 conferences)

Services

- Worked at the *19th International Florida Artificial Intelligence Research Society Conference (FLAIRS)*, 2006.
- Served as a reviewer for the 44th ACM Southeast Conference, 2006.
- Helped with the paper review process for the *International Conference on Image Processing*, 2006.

Research Talks

- “Efficient and Accurate Subpixel Path Based Stereo Matching”, *International Conference on Pattern Recognition*. Tampa, FL (December 2008).
- “Object Detection in Satellite and LIDAR Images”, FSU Graduate Research Conference. Tallahassee, FL (April 2007).
- “Viewing Scenes Occluded by Smoke”, *International Symposium on Visual Computing*. Lake Tahoe, NV (November 2006).
- “Texture Classification and Segmentation of Coral Reef Images”, *Benthic Coral Reef Assessment Workshop on Image Analysis*. Melbourne, FL (June 2006).
- “Improved Reconstruction of Images Distorted by Water Waves”, *International Conference of Computer Vision Theory and Applications*. Setubal, Portugal (February 2006).

Coursework

Unix System Programming	Advanced Unix Programming*
Computer Organization	Advanced Computer Architecture*
Data Structures and Algorithms	Algorithm Analysis
Advanced Algorithms*	Computational Geometry*
Theory of Computing	Formal Languages*
Programming Languages	Compiler Construction*
Principles of Operating Systems	Software Engineering
Data and Computer Communication*	Networking and Security
Computer Graphics	Advanced Computer Graphics*
Computer Vision*	Pattern Recognition*
Logic Design	Artificial Intelligence*
Game Programming	3D Modeling and Animation*
Filing and Database Systems	

* denotes graduate course