

# STEVEN HICKSON

## PERSONAL INFORMATION

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## GOAL

To continue learning and develop my skills in computer science, robotics, security, and computer vision in order to significantly contribute to global knowledge and understanding.

## WORK EXPERIENCE

*Georgia Tech*            2013-Present    Graduate Research Assistant, GEORGIA INSTITUTE OF TECHNOLOGY  
Working with Dr. Henrik Christensen and Dr. Irfan Essa on Robotic Perception projects.

*Open Source work*      2012-Present    Technology Blogger  
Developed open source vision and embedded systems applications at <http://stevenhickson.blogspot.com>. Developed programs that are used by thousands of people and have been featured on Lifehacker, Hackaday, raspberrypi.org, Linux User and Developer Magazine, and more.

*INSCOM/NSA*            2013              Cyber Capabilities Developer, Intelligence Specialist (Operations), INSCOM/NSA  
TS//SCI Clearance (valid until 2018) and NSA Blue Badge. Development work.

*Clemson*                2011-2012      Undergraduate Research Assistant, CLEMSON UNIVERSITY  
Worked with Dr. Stan Birchfield and Dr. Brian Peasley on 3D computer vision projects with the Kinect including the ones listed in the publications section. Developed a Point Cloud Kinect Library using the Microsoft Kinect SDK including a later plugin to allow its use in PCL (The Point Cloud Library)

*CCIT*                    2011-2012      Software Support Specialist, CLEMSON COMPUTING IT  
Set up and programmed laptops as well as troubleshooting and fixing machines.

*Itron*                    2010-2011      Test Engineer, ITRON INC  
Set up and programmed robots to perform complex manufacturing tasks. Designed multiple parts of the automatic manufacturing line featured on MSNBC. Designed vision monitoring systems for intelligent automatic manufacturing.

## EDUCATION

*PhD in Computer Science, Intelligent Systems*      2013-Present    Georgia Institute of Technology  
GPA: 4.0 · School: Interactive Computing  
Thesis Specialization: *Robotic Perception*  
Description: A focus on segmentation, scene understanding, and object

recognition with 3D sensors such as the Kinect  
Advisors: Prof. Henrik CHRISTENSEN & Prof. Irfan ESSA

*Bachelor of Science  
in Computer  
Engineering*      2008-2012      **Clemson University**  
Magna Cum Laude · *Computer Vision Specialization* · School: Computer  
Engineering  
Description: Started undergraduate research with Dr. Stan Birchfield.

## PUBLICATIONS

*IROS 2012*      2012      **An Energy Minimization Approach to 3D  
Non-Rigid Deformable Surface Estimation Using RGBD Data**  
We propose an algorithm that uses energy minimization to estimate the current  
configuration of a non-rigid object. Our approach utilizes an RGBD image to  
calculate corresponding SURF features, depth, and boundary information  
without using predetermined features.  
Authors: Brian WILLIMON, Steven HICKSON, Stan BIRCHFIELD, and Ian WALKER  
[Site](#), [Paper](#), [Video](#)

*Pending Review*      *Under Review*      **Unsupervised Hierarchical Segmentation of RGBD  
Videos**  
We present an efficient and scalable algorithm for segmenting 3D RGBD point  
clouds by combining depth, color, and temporal information using a multistage,  
hierarchical graph-based approach. Our approach is robust, is near real time,  
and works on any length RGBD video.  
Authors: Steven HICKSON, Stan BIRCHFIELD, Irfan ESSA, and Henrik CHRISTENSEN  
[Paper](#), [Video](#)

## PROJECTS

### Scene/Object classification using 4D segmentation from RGBD Data

I am currently working on using the Kinect and Kinect2 for scene classification  
and object recognition. I am segmenting the data using my 4D segmentation  
work then training the classifier using custom feature vectors defined by  
various region properties.

### PCL Plugin for the Windows Kinect SDK and Kinect2

Because of the superiority of the Windows Kinect SDK compared to OpenNI  
and the large amount of algorithms provided by PCL (the Point Cloud Library),  
I created a plugin in C++ that allowed the use of the Kinect for Windows to be  
used with PCL. Since I was approved for the Kinect2 Alpha Development Kit  
program, I am working on extending this code to work with it as well. This will  
allow to me use the new Kinect with PCL, something that a lot of researchers  
want. [Code](#)

### Using the Kinect and Oculus Rift with Unity3D to create an Immersive Environment

Since the Kinect gives 3D skeletal positions of a person and the Oculus Rift  
gives 3D virtual reality feedback, I combined the two with Unity3D in order to  
create a small game where the player sees in first person POV and throws  
fireballs at enemies.  
[Site](#), [Code](#), [Video](#)

### Hacking Snapchat's CAPTCHA using Computer Vision

In January 2014, Snapchat created a custom CAPTCHA. The day it was released, I released code to autonomously solve it that took me 30 minutes to write. I was featured on [The Washington Post](#), [Engadget](#), [Mashable](#), [Techcrunch](#), and others.  
[Site](#), [Code](#)

### Controlling the Raspberry Pi/A linux machine via SMS with Google Voice

I wrote an API for Google Voice in C++ and used it and some custom scripts to control my Raspberry Pi via text message. This work was featured on [Hackaday](#) and [Lifehacker](#).  
[Site](#), [Code](#)

### Voice Control on the Raspberry Pi

Using Google's speech recognition and translation capabilities, I wrote a series of scripts that allow a computer to be voice controlled and respond with an easily customizable configuration file. This is an open source project thousands of people use that I continue to maintain. This was featured on [Hackaday](#)  
[Site](#), [Code](#)

### Controlling Music with an EEG sensor.

For a project while a graduate student, I used Bayesian Estimation to train a machine learning classifier to classify music as good or bad using the alpha, beta, delta, gamma, and theta brainwaves from an EEG sensor. I then wrote a script to skip to the next song on Pandora when it determines you are listening to a bad song. This was featured on [Hackaday](#).  
[Site](#), [Code](#)

## COMPUTER SKILLS

<i>Programming</i>	$\LaTeX$ , C++ (6 years), C# (3 years), SQL (3 years), Perl (3 years), Python (2 years), VHDL, Assembly (3 years), Video and Image Processing, Network Security, OpenCV, EmguCV, CUDA (1 year), PCL, Web Programming, Visual Basic, XML, PLC Ladder Logic, Java, Android Programming
<i>Online Presence</i>	<a href="http://stevenhickson.blogspot.com">http://stevenhickson.blogspot.com</a> , <a href="https://github.com/StevenHickson">https://github.com/StevenHickson</a> , <a href="http://www.linkedin.com/in/stevenhickson">http://www.linkedin.com/in/stevenhickson</a>

## AWARDS

<i>Eagle Scout</i>	2008 · Troop 49, Boy Scouts of America
<i>NSF REU Fellow</i>	2012 · Computer Vision REU under Dr. Mubarak Shah at the University of Central Florida.
<i>SECCDC</i>	2012 · Security competition focusing on ethical hacking, network defense, and network reliability.
<i>Security+ Certified</i>	2013 · CompTia
<i>TS//SCI Clearance</i>	2013-2018 · United States Department of Defense
<i>2nd Degree Senior Black Belt and Instructor</i>	2008 · Tae-Kwon-Do America
<i>Interests</i>	Tinkering with Robots · Raspberry Pi · Rock Climbing · Snowboarding · Martial Arts · Magic the Gathering

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