

# 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*

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## 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.

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## Honors

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

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## 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)

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## 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.

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## Professional Activities

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

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## References

**Terry Winograd** Professor of Computer Science, Stanford University  
Gates Computer Science 3B, Room 388, Stanford CA 94305  
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**Hiroshi Ishii** Professor of Media Arts and Sciences, MIT  
MIT Media Laboratory, Room E15-328, 20 Ames Street, Cambridge, MA 02139  
(617) 253-7514 • ishii@media.mit.edu

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**Randy Pausch** Professor of Computer Science, Carnegie Mellon University  
5327 Pittsburgh Technology Center, 700 Technology Drive, Pittsburgh, PA 15219  
(412) 268-3579 • pausch@cmu.edu