Ian Mason
Curriculum Vitae

PERSONAL DETAILS

Location	Edinburgh, UK
E-mail	ianxmason@gmail.com
Website	ianxmason.github.io

EDUCATION

PhD - Machine Learning and Character Animation   2017-Present
The University of Edinburgh. Supervisor - Prof. Taku Komura
> Few-shot learning and domain adaptation with applications for character animation.

MSc. Artificial Intelligence (Distinction)   2016-2017
The University of Edinburgh
> Specialising in machine learning. Notable modules: Machine Learning and Pattern Recognition, Probabilistic Modelling, Reinforcement Learning, Natural Language Processing.

BSc. Mathematics (1st)   2012-2015
Imperial College London
> Specialising in pure mathematics. Notable modules: Scientific Computation, Probability and Statistics I & II, Geometry and Linear Algebra.

AWARDS

Best Student Paper - Pacific Graphics   2018
> Awarded for *Few-shot Learning of Homogeneous Human Locomotion Styles*.

EPSRC Doctoral Training Partnership   2017-2021
> Full funding award for 4 year PhD studies.

Class Prize - Artificial Intelligence   2017
> Student with the best overall marks in Msc. Artificial Intelligence cohort.

WORK EXPERIENCE

Postgraduate Tutor   2019
The University of Edinburgh, Part-time
> Tutor of Machine Learning and Pattern Recognition for MSc students. Giving a weekly class covering machine learning fundamentals and assisting with student's questions.

MSc Project Supervision   2018
The University of Edinburgh, Part-time
> Co-supervisor of two MSc dissertations: few-shot quadruped style transfer and neural grasp animation generation.

Undergraduate Tutor 2016
The University of Edinburgh, Part-time
  Tutor of Discrete Maths and Mathematical Reasoning for 2nd year students. Assisting with problem sheets and answering questions about the course material.

Associate Software Engineer 2015-2016
Accenture, Full-time
  Consultancy software testing services for an SAP implementation.

SKILLS

Programming	Proficient in Python. Machine learning libraries: TensorFlow, PyTorch, Theano. Other languages: C#, C, Matlab/Octave.
Technologies	Unity, Linux, Git, Vicon & Xsens motion capture.
Languages	English (native), Spanish (intermediate).

PUBLICATIONS

Ian Mason, Cian Eastwood, Christopher Williams, Bernhard Schölkopf 2021
Source-Free Adaptation to Measurement Shift via Bottom-Up Feature Restoration. *Joint First Author. Arxiv: 2107.05446.*
Ian Mason, Sebastian Starke, He Zhang, Hakan Bilen, Taku Komura. 2018
Few-shot Learning of Homogeneous Human Locomotion Styles. Computer Graphics Forum, 37(7)

OTHER ACTIVITIES

Reviewing	SIGGRAPH, SIGGRAPH Asia, SCA, Pacific Graphics.
Interests	Music (Guitar, Vocals), Fitness (Climbing, Yoga).