

Matthew Stephenson

Postdoctoral Researcher / Lecturer

matthew.stephenson@maastrichtuniversity.nl / www.matthewstephenson.info

SUMMARY

Postdoctoral Researcher at Maastricht University's Department of Data Science and Knowledge Engineering, with 6+ years of experience researching and teaching AI.

For a complete list of publications and projects, please visit my personal website given above.

WORK EXPERIENCE

POSTDOCTORAL RESEARCHER 2019 – PRESENT

Maastricht University, Maastricht, the Netherlands

- Primary data scientist for the Digital Ludeme Project.
- Utilised state-of-the-art data science techniques to profile and compare traditional games throughout history.
- Responsible for managing and integrating multiple large-scale computational and historical datasets.
- Assisted with the research and development of new general AI techniques.
- Secured additional funding through secondary grants.

EXTERNAL CONSULTANT 2020 – PRESENT

Australian National University, Canberra, Australia

- Grant co-author and consultant for project on Science of Artificial Intelligence and Learning for Open-world Novelty.

RESEARCH SCIENTIST 2015 – 2016

Human Interface Technology Laboratory, Christchurch, New Zealand

- Part-time researcher and developer for the company QuiverVision.
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TEACHING

LECTURER 2019 – PRESENT

Maastricht University, Maastricht, the Netherlands

- Guest lecturer for Intelligent Search & Games (KEN4123).
- Invited speaker on Open Science Data Principles for FAIR lecture series.
- Supervised multiple Master's and Bachelor's student theses.
- Presented at over a dozen international conferences and symposiums.
- Organised several tutorials, workshops and competitions.

TUTOR 2014 – 2015

University of Canterbury, Christchurch, New Zealand

- Tutor for the School of Computer Science and Software Engineering.
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EDUCATION

AUSTRALIAN NATIONAL UNIVERSITY 2019
Doctor of Philosophy (PhD) *Canberra, Australia*

UNIVERSITY OF CANTERBURY 2015
First Class Honours Degree (Computer Science) *Christchurch, New Zealand*