JIAN CHEN

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APPOINTMENTS

- **University of Southern Mississippi**, Assistant Professor (tenure-track) of Computer Science, Since Aug. 2009
- **Brown University**, Research Associate of Computer Science and Biology, 2006 - 2009
- **Virginia Tech**, Research Assistant of Computer Science, 2002 – 2006
- **University of Houston**, Research Assistant of Computer Science, VERI, 1999-2002
- Great Dragon Telecomm Co., Beijing, China (1999)
- Tianjin Telecomm Co., Tianjin, China (1993-1996)

EDUCATION

Ph.D., Computer Science, Virginia Polytechnic Institute and State University, 2006

- Thesis Title: "Design and Evaluation of Domain-Specific Interaction Techniques in the AEC Domain for Immersive Virtual Environments"
- Thesis Advisor: Dr. Bowman, Doug A., Virginia Tech

M.S., Computer Science, University of Houston, 2002

- Thesis Title: "A Virtual Environment System for the Comparative Study of DOME and HMD"
- Thesis Advisors: Dr. Loftin, R. Bowen and Dr. Leiss, Ernst L.

M.S., Mechanical Engineering, Tsinghua University and Tianjin University (joined program), 1999

- Thesis Title: "A Method for Synthesizing Images Captured from Multiple viewpoints"
- Thesis Advisors: Dr. Lu, Da and Dr. Sun, Lanfeng

HONORS AND AWARDS

- **Front cover image** (on **bat flight modeling**), EuroVR, 2009
- **Front cover image** (on **domain-specific design**), Presence: Teleoperators and Virtual Environments, Oct 2009 issue, MIT press.
- **Best poster award** (on **navigation techniques** for geoscience data visualization), ACM I3D, 2009
- Center for Vision Research **fellowship** (on **visualization theory**), Brown University, 2008
- **Best poster candidate** (on **multiple layer visualization**), IEEE Visualization, 2007
- **Back cover image** (on **domain-specific interaction**), Proceedings of IEEE Virtual Reality, 2006
- Graduate R&D **Project Award** (on **pen-based computing**), Virginia Tech, 2004-2005
- **Best paper award** (on **multiple-view information visualization**), Human Factor and Ergonomics Society (HFES) Annual Meeting, 2003
- The only paper **received the full score from all four reviewers** (on **information-rich virtual environments**), Young Investigators Forum in Virtual Reality, South Korea, 2003
- Graduate student **fellowship**, University of Houston, 2000-2002
- **Winner of the National Challenge Cup**, 2nd place (for **innovation and excellence in design**, nation-wide competition among college students), P.R. China, 1999

- **Yan, Hong-Hsen scholarship**, Tianjin University, P.R. China, 1999
- **Leadership award**, Tianjin University, P.R. China, 1998
- **Best student award**, Tianjin University, P.R. China, 1996-1997
- **Best thesis proposal award**, Tianjin University, P.R. China, 1997
- Member, **Tan, Hao-qiang publishing group,** featuring publishing textbooks, 1997-1999
- Member, Upsilon Pi Epsilon

RESEARCH INTERESTS

- 3D user interfaces and interaction techniques
- Information and scientific visualizations and their human factor issues
- Application domains: Security, Biology, Medicine, Physiology, AEC (architecture, engineering, construction), space program, visual analytics

Research

RESEARCH / TEACHING LAB: INTERACTIVE VISUAL COMPUTING LABORATORY

With *Dr. Chaoyang (Joe) Zhang*, we established the Interactive Visual Computing Laboratory on August 20, 2009. With the help from two senior graphics faculty, *Dr. Ray Seyfarth* and *Dr. Andrew Strelzoff*, the lab has grown tremendously. Now, I obtained independency and am leading the lab myself. Please refer to http://ivcl.cs.usm.edu for more information. The lab is also open to the public every Friday afternoon. The goal is to use the lab to teach and to recruit students, especially undergraduates. I am always enthusiastic about meeting K-12 students.

RESEARCH GRANT (FUNDED)

- **PI: NSF IIS (Information and Intelligent System)**, Supporting Knowledge Discovery through a 3D Scientific Visualization Language, 11/2010-10/2013, **Jian Chen**, David H. Laidlaw (CS), and Alexander P. Auchus (Neurology), $ 205,001 of $499,573.
- **Sole-PI: NSF EPSCoR seed grant through MSU,** Analysis and Visualization of Time-Varying Data for Optimizing Knowledge Discovery in Biology, 12/2010-12/2011, **Jian Chen**, $69,138 of $69,138.
- **Sole-PI: NSF EPSCoR seed grant through MSU,** Storytelling bubbles: integrating symbolic representation, data ink manipulation, and metaphorical interface for fluid time-varying biological data analysis, 12/2011-12/2012, **Jian Chen**, $35,979 of $35,979.
- **Co-PI NSF DBI: RCN-UBE INCUBATOR:** Visual Analytics in Biology Curriculum Network, Raphael D. Isokpehi (Biology), Susan Bridges (CS), **Jian Chen**, Hari H. Cohly (Biology), and Edu B. Suarez-Martinez (Biology), 4/11/2011-4/10/2012, $0 of $50,000.
- **Co-PI: NSF DUE (Division of Undergraduate Education)**: Integrating Web-Based Visualization with Structural Systems Understanding to Improve the Technical Education of Architects, 08/2009-07/2012, Mehdi Setareh (PI, BC), Michael Ermann (BC), Nicholas Polys (CS), Brett Jones (BC), and **Jian Chen**, $0 of $499,833.
- **Sole-PI: USM: Lucas endorsement award for faculty research excellence,** Analysis and Visualization of Time-Varying Data for Optimizing Knowledge Discovery in Biology, **Jian Chen (PI)**, October 18, 2010, $3,843 of $3,843.

RESEARCH GRANT (PENDING)

- **PI: NSF: Collaborative Research: SI2-SSI:** Storytelling Bubbles: Fusing Information for Fluid Data Analysis Workflow through Interface Metaphor and Modeling, $399,082.
- **Co-PI: NSF: Collaborative Research: ABI Development:** PathBubbles for Dynamic Visualization and Integration of Biological Information, $394,007.

OTHER RESEARCH GRANT ACTIVITIES

- **Helped Dr. Lou Marciani with his DHS Project on Sport Security Training and Evacuation,** May 2010-Dec 2010. ~1.5 month Summer Salary + one course release + 25% student support.

PUBLICATIONS REFEREED JOURNAL ARTICLES

1. Forsberg, A.S., **Chen, J.**, and Laidlaw, D.H., Comparing 3D vector field visualization methods: a user study, *IEEE Transaction on Visualization and Computer Graphics (TVCG, Also in IEEE Visualization),* 15(6): 1219-1226, 2009.
2. **Chen, J.** and Bowman, D.A., Domain-specific design of 3D interaction techniques: an approach for designing useful virtual environment applications, *Presence: Teleoperators and Virtual Environments, MIT press,* 18(5): 370-386, October 2009. (**Front cover**)
3. **Chen, J.**, Riskin, D.K., Breuer, K.S., Swartz, S.M., and Laidlaw, D.H., Bookstein coordinate-based shape analysis of bat wing kinematics, *Integrative and Comparative Biology,* also in *the Society for Integrative and Comparative Biology Annual Meeting,* 2009.
4. Riskin, D.K., Willis, D.J., Iriarte-Díaz, J.H., Tyson, L., Kostandov, M., **Chen, J.**, Laidlaw, D.H., Breuer, K.S., and Swartz, S.M., Quantifying the complexity of bat wing kinematics, *Journal of Theoretical Biology*, 254: 604-615, 2008.
5. Bowman, D.A., **Chen, J.**, Wingrave, C.A., Lucas, J., Ray, A., Polys, N.F., Li, Q., Haciahmetoglu, Y., Kim, J-S, Kim, S-J, Boehringer, R., and Ni, T., New directions in 3D user interfaces, *International Journal of Virtual Reality*, 5(2): 3-14, 2006.
6. Sun, L., Gao, T., Liang, Y., and **Chen, J.**, Study on the method of constructing rational cubic curves and curved surface including controlling parameters, *Transactions of Tianjin University*, 4(1): 29-34, 1998.
7. **Chen, J.**, Sun, L., and Lu, D., A review of virtual reality, *Journal of Tianjin Institute of Textile Science and Technology*, 17(2): 91-96, 1998 (in Chinese).
8. Sun, L., Xu, J., **Chen, J.,** and Zhou, L., A design method of variables for parameterization drafting based on shape features, *Journal of Tianjin Institute of Textile Science and Technology*, 17(2): 32-36, 1998 (in Chinese).

REFEREED CONFERENCE PAPERS

1. (Under review) **Chen, J.**, Haipeng Cai, Alexander P. Auchus, Laidlaw, D.H., Effects of stereo and screen size on dense three-dimensional streamtube visualizations, IEEE Virtual reality, September 2011 (8 pages).
2. (Under review) Penney, D., **Chen, J.** and Laidlaw, D.H., Effects of illumination, texture, and motion on task performance in 3D tensor-field streamtube visualizations, Pacific Visualization. September 2011 (8 pages).
3. (Under review) **Chen, J.** *et. al.*, VisBubbles: a Workflow-based environment for analyzing time-varying motion data, ACM CHI, September 2011 (4 pages).

4. Bacim, F., Polys, N., **Chen, J.**, Setareh, M., Li, J. and Ma, L., Cognitive Scaffolding in Web3D Learning Systems: A Case Study for Form and Structure, *Proceedings of ACM Web3D*, Los Angeles, July 2010.
5. **Chen, J.**, Kostandov, M., Pivkin, I., Riskin, D.K., Willis, D., Swartz, S., and Laidlaw, D.H., Virtual Analysis of Dimensionality Reduction in an Interactive Virtual Environment for Exploring Bat Flight Kinematics, *Proceedings of the Joint Virtual Reality Conference of EGVE-ICAT-EuroVR*, France, October 2009. **(Front cover)**
6. Ni, T., Bowman, D.A., and **Chen, J.**, Increased display size and resolution improve task performance in information-rich virtual environments, *Proceedings of ACM Graphics Interface (GI)*, 139-146, Quebec City, Canada, June 2006.
7. **Chen, J.** and Bowman, D.A. Evaluation of the effectiveness of cloning techniques for architectural virtual environment, *Proceedings of the IEEE Virtual Reality (VR)*, 103-110, Alexandria, VA, March 2006 [acceptance rate: **29%**].
8. **Chen, J.**, Narayan, M.A., and Perez-Quinones, M.A., The use of hand-held devices for search tasks in virtual environments, *Proceedings of the workshop on new directions in three-dimensional user interfaces (3DUI), IEEE Virtual Reality (VR)*, 15-18, Bonn, Germany, March 2005.
9. **Chen, J.**, Bowman, D.A., Lucas, J.F., and Wingrave, C.A., Interfaces for cloning in immersive virtual environments, *Proceedings of the Eurographics Symposium on Virtual Environments (EuroVR)*, 91-98, Grenoble, France, June 2004.
10. **Chen, J.**, Pyla, P.S., and Bowman, D.A., Testbed evaluation of navigation and text display techniques in an information-rich virtual environment, *Proceedings of the IEEE Virtual Reality (VR)*, 181-188, Chicago, IL, March 2004 [acceptance rate: **23%**].
11. Bowman, D.A., North, C., **Chen, J.**, Polys, N.F., Pyla, P.S., and Yilmaz, U., Information-rich virtual environment: theory, tools, and research agenda, *Proceedings of the ACM Virtual Reality Software and Technology (VRST)*, 81-90, Osaka, Japan, October 2003.
12. **Chen, J.**, Effective interaction techniques in information-rich virtual environments, *Proceedings of the Young Investigator's Forum in Virtual Reality (YoungVR)*, Seoul, South Korea, February 2003 (selected as the **best paper and the only paper that got full scores from all 4 reviewers**).
13. Convertino, G., **Chen, J.**, Yost, B.A., Ryu, Y-S, and North, C., Exploring context switching and cognition in dual-view coordinated visualizations, *Proceedings of the International Conference on Coordinated & Multiple Views in Exploratory Visualization (CMV)*, 57-66, London, England, July 2003.
14. Ryu, Y-S, Yost, B.A., Convertino, G., **Chen, J.**, and North, C., Exploring cognitive strategies for integrating multiple-view visualizations, *Proceedings of the Human Factor and Ergonomics Society 47th Annual Meeting (HFES)*, Denver, CO, October 2003 **(Best paper)**.
15. **Chen, J.**, Harm, D.L., Loftin, R.B., Lin, C-Y and Leiss, E.L., A virtual environment system for the comparison of DOME and HMD systems, *Proceedings of the International Conference on Computer Graphics and Spatial Information System (CG&SIS)*, 50-58, Beijing, China, February 2003 (**Best paper candidate**).
16. **Chen, J.**, Fang, Y-C, Loftin, R.B., Leiss, E.L, Lin, C-Y, and Su, S., An immersive virtual environment training system on real-time motion platform, *Proceedings of the Computer Aided Design and Computer Graphic (CAD&CG)*, 951-954, Beijing, China, August 2001.

REFEREED CONFERENCE POSTERS AND SIGGRAPH SKETCHES

1. Guangxia Li, Andrew C. Bragdon, Zhigeng Pan, Mingmin Zhang, Sharon M. Swartz, David H. Laidlaw, Chaoyang Zhang, Hanyu Liu, and **Jian Chen**, VisBubbles: A Workflow-Driven Framework for Scientific Data Analysis of Time-Varying Biological Datasets, ACM SIGGRAPH Asia, 2011.
2. Liming Xu, Jeremy Lyle, Yubao Wu, Zhigeng Pan, Mingmin Zhang, David H. Laidlaw, Robert L. Hester, and **Jian Chen**, HumMod Explorer: A Multi-Scale Time-Varying Human Modeling Navigator, ACM SIGGRAPH Asia, 2011.
3. Auchus AP, Huang J, Chen J, Cai H, Friedland RP, Koubeissi MZ, Laidlaw DH. Diffusion Tensor MRI Tractography (DTT) identifies altered brain stem fiber connections accompanying agenesis of the corpus callosum (ACC). Poster accepted to the 20th World Congress of Neurology, November 12-17, 2011.
4. Haipeng Cai, **Jian Chen**, Alexander P. Auchus, Stephen Correia, and David H. Laidlaw, InBox: In-situ multiple-selection and multiple-view exploration of diffusion tensor MRI visualization, IEEE BioVis Conference, 2011.
5. Haipeng Cai, **Jian Chen**, Alexander P. Auchus, Juebin Huang, and David H. Laidlaw, Measuring seeding resolution dependence of diffusion tensor streamtube visualization, IEEE Visualization, 2011.
6. Juebin Huang, **Jian Chen**, Haipeng Cai, Robert P. Friedland, Mohamad Z. Koubeissi, David H. Laidlaw, and Alexander P. Auchus, Diffusion tensor MRI tractography (DTT) reveals altered brainstem fiber connections accompanying agenesis of the corpus callosum (ACC), American Neurological Association's (ANA) 136th Annual Meeting (oral presentation), San Diego, CA, 2011.
7. Liu, H., Bragdon, A., Bergou A., and **Chen, J.**, "Programming by Sketch for Scientific Computing", *ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games*, February 2011.
8. Chen, J., Riskin, D., Hubel, T.Y., Willis, D., Song, A., Liu, H., Breuer, K. Swartz, S., and Laidlaw, D.H., Exploration of Bat Wing Morphology Through A Strip Method and Visualization, ACM SIGGRAPH (talk), Los Angels, July 2010.
9. **Chen, J.**, Bowman, D.A., and Laidlaw, D.H., A hybrid direct visual editing method for architectural massing study in a virtual environment, *IEEE Symposium on 3D User Interfaces*, Lafayette, LA, March 2009.
10. Forsberg, A.S., Huffman, J.N., LaViola, J., Dickson, J., Fassett, C., Head, J., Zeleznik, R., and **Chen, J.**, Work in progress: a head-to-head comparison of navigation techniques for exploring 3D geoscience data sets, *ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games*, Boston, MA, February 2009 (**Best poster award**).
11. Forsberg, A.S., **Chen, J.**, and Laidlaw, D.H., Towards comparing 3D flow visualization methods, a users study, *IEEE Visualization*, Columbus, OH, October 2008.
12. Kostandov, M., **Chen, J.**, Pivkin, I., Swartz, S.M., and Laidlaw, D.H., Exploring dimensionality reduction of animal flight kinematics in an interactive virtual reality setting, *ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D)*, Redwood City, CA, February 2008.
13. Acevedo, D., **Chen, J.**, and Laidlaw, D.H., Modeling perceptual dominance among visual cues in multilayered icon-based scientific visualizations. *IEEE Visualization*, Sacramento, CA, October 2007 (**Best poster candidate**).
14. **Chen, J.**, Forsberg, A.S., Swartz, S.M., and Laidlaw, D.H., Interactive multiple scale small multiples, *IEEE Visualization*, Sacramento, CA, October 2007.
15. **Chen, J.**, Forsberg, A.S., Kostandov, M., Willis, D., and Laidlaw, D.H., The effect of using large, high-resolution stereoscopic displays for flow visualization, *ACM SIGGRAPH*, San Diego, CA, August 2007 [acceptance rate: **37%**].

16. Lucas, J.F., Bowman, D.A., **Chen, J.**, and Wingrave, C.A., Design and evaluation of 3D multiple object selection techniques, *Proceedings of the ACM Interactive 3D graphics (I3D)*, Washington, D.C., February 2005.
17. Lin, C-Y, Chen, D.T., Loftin, R.B., **Chen, J.**, and Leiss, E.L., Interacting with visible human data using an ImmersaDesk, *Proceedings of the IEEE Virtual Reality (VR)*, 267-268, Orlando, FL, March 2002.

ADDITIONAL SCHOLARLY OUTPUT

Invited talks:

1. VisBubbles: a workflow-driven framework for scientific computing, NSF MS EPSCoR meeting, University of Mississippi, Oxford, MS, September 2011
2. *The Six Blind-Men's Approach to Interactive Visual Computing for Sciences and Engineering*, Joint DoD / DHS Workshop on Image Analysis. Alcorn State University, January 21, 2011.
3. *Visual and Interactive Data Modeling for Science, Engineering, and Training*, Rutgers University, DIMACS, October 20, 2010.
4. *Beyond DaVinci: Interactive Visualization for Sciences*, NSF ESPCoR meeting, University of Mississippi, September 20, 2010.
5. *Interactive Visualization for Science, Engineering, and Training*, **Eight Universities** in China, May 21-June 8, 2010.
6. *Understanding bat wing morphology through modeling and visual data mining*, University of Southern Mississippi, March 8, 2010.
7. *VisBubbles: rethinking the visual interface design*, Mississippi State University, February 17, 2010.
8. *Quantifying the complexity of bat wing kinematics using proper orthogonal decomposition*, Mitsubishi Electric Research Laboratories (MERL), Boston, February 2009.
9. *Domain-specific design of interaction techniques in Architecture, Engineering, and Construction*, Brown University, October 2006.
10. *Domain-specific design of interaction techniques in Architecture, Engineering, and Construction*, General Motor R&D, September 2006.
11. *Designing 3D interaction techniques: research challenges in 3D user interface design*, Dynamic Graphics Lab (DGP) and Ergonomics in Teleportation and Control Laboratory (ETC), University of Toronto, February 2005.
12. *Designing domain-specific cloning techniques*, ACM SIGGRAPH 2004, 3DUI, Birds of a Feather, 2004.
13. *Effective interaction techniques in information-rich virtual environments*, Young Investigator's Forum in Virtual Reality, South Korea, February 2003.

Panels:

1. Inselberg, Alfred, Brady, Rachael, Coming, Daniel, Monroe, Laura, and **Chen, Jian**, Visualization and simulation on immersive display devices, *International Symposium on Visual Computing (ISVC)*, Las Vegas, NV, December 2008.
2. Lindeman, Robert, Zachmann, Gabriel, Blom, Kristopher, **Chen, Jian**, de Haan, Gerwin, and Raji, Andrew, Building the future of – and a career in – VR, *IEEE Virtual Reality (VR)*, Reno, NV, March 2008.

3. Laidlaw, David H., Interrante, Victoria, Ribarsky, William, and **Chen, Jian** (**moderator/organizer**), Getting human-centered computing and scientific visualization married: the myth and critical issues, *IEEE Visualization*, Sacramento, CA, October 2007.

Demonstrations:

1. Bowman, D., Gracanin, D, Wingrave, C., Chen, J., Polys, N., Ni, T., Kopper, R., and Kim, J., 3D Interaction Group Research, Lab exhibit at IEEE Virtual Reality 2006 (referred).

Training Certificates

1. Diffusion-weighted magnetic resonance imaging (DTI): principles and applications, Summer School in Biomedical Engineering, Schoenburg, Germany, August 2007.
2. Parallel and grid computing: principles and applications, Argonne National Lab and University of Chicago, Chicago, IL, January 2002.

PATENT

- **Chen, Jian**, Pipeline quick joints, No.ZL98250034.3, Patent Office, P.R. China, 1998.

Teaching

STUDENTS

Thesis Advisor
1. Haipeng Cai (CS, USM, PhD student, since Fall 2010, expected 2015)
2. Michael Erwin (CS, USM, lab assistant, will enroll in our graduate program in Fall 2011)

Undergraduate Student Advisor
1. Joseph A. Kitchin (**Honors college**, Computer Science, Class of 2012)
2. Timothy Bonnette (**Honors college**, Computer Science, Class of 2014)

Thesis Committee
1. Jadrian Miles (CS, Brown University, M.S., Fall 2007)
2. Shawn O'Keeffe (CS, USM, PhD, expected 2011)
3. James Ross (CS, USM, PhD, expected 2012)

Independent Studies:
1. Jeffrey Vamado (Psychology, USM, Undergrad with Dr. Alen Hajnal, Fall 2010)
2. Mykhaylo Kostandov (Computer Science, Brown University, M.S., Fall 2007)
3. Devon Penney (Computer Science, Brown University, 2008)

Summer Interns:
1. Latasa Anderson (Virginia Tech, Minority Academic Opportunities Program (MAOP), Summer 2003)

Alumni:
1. Hanyu Liu (Master 2011, CS, USM, now a PhD student at SUNY)
2. Corey Berry (Undergraduate, 2010, CS USM, worked on DHS project with me)

STUDENT ACHIEVEMENT

Hanyu Liu got best graduate student award and the graduate student fellowship both at the college level in the academia year of 2009-2010.

Haipeng Cai got best graduate student award and the graduate student fellowship both at the college level in the academia year of 2010-2011.

COURSES

Fall 2011:
COS 701: Visualization toolkit
CSS 333: Programming in C

Spring 2010:
CSS 333: Programming in C
CSS 211: Introduction to Statistics

Fall 2010:
CSC 414: Software Design
CSC 414L: Software Design Lab

Spring 2010:
CSC 425/ 625: Introduction to Computer Graphics
CSC 695: Game Design (joined with the Art department)

Fall 2009
CSC 698: Interactive Visualization

I taught this inter-disciplinary science course on visualization. The purpose of this course was to cover the state-of-the-art interaction and visualization techniques. Students learn from doing a semester long project.

Guest Lecturer, Brown University/RISD, Fall 2008
Course: Virtual reality design for science

I taught an introductory course on aerodynamics. The purpose of the course was to cover the scientific background necessary to design a bat flight visualization system.

Teaching Assistant, Virginia Polytechnic Institute and State University, Fall 2002 - Spring 2003
Course: Computer graphics

This senior level class was focused on the basic theory of computer graphics, providing students with the details of the process of 3D rendering. Students also completed 3-4 practical programming assignments using OpenGL.

I delivered two lectures and held 4 hours/week office hours. I graded all programming assignments and half of their exams.

Services

PROFESSIONAL SERVICE

- NSF Proposal & panel reviewer 2010-2011

- NSF proposal reviewer, 2008, 2010-2011
- Program committee: IEEE Virtual Reality (2009-2012), International Symposium on Visual Computing (2007-2010), SIGGRAPH Web3D (2007-2010), ACM Multimedia (2008)
- Conference committee: IEEE Virtual Reality (2008-2011), workshop chair (2008, 2010-2011), tutorial chair (2007), student volunteer chair (2006)
- Reviewing assignments: IEEE Transaction on Visualization and Computer Graphics (2009-2011), International Journal of Human-Computer Studies (2008-2011), International Journal of Virtual Reality (2008-2009), SIGGRAPH 2009, Visualization (2004, 2009), CHI (2007-2011), UIST (2004), VR (2004-2011), VRST (2004), GI (2007), ISVC (2007-2010), SIGGRAPH Web3D (2007-2008), 3DUI (2006-2009), Multimedia (2008), PacificVis (2011).
- Member: IEEE, ACM, SIGGRAPH, CHI, SID, CRA Women in Computing
- Co-founder: HCC-SciVis and SciVis mailing lists

UNIVERSITY SERVICE

- Curriculum committee, USM, Computer Science, 2009-2011
- Research committee, USM, Computer Science, 2009-2011
- Coordinator: Women in Computer Science, Brown University, 2007-2009
- Social chair: Upsilon Pi Epsilon, Virginia Tech, 2004-2006
- WebZar, 3D Interaction Research Group, Virginia Tech, 2004-2005
- Member, Virginia Tech Center for Human-Computer Interaction, 2002-2006
- Member, Virginia Tech 3D Interaction Research Group, 2002-2006

OTHER SERVICE

- USM **Recruitment** photo shooting (April 9, 2010)
- School of Computing Program review (July 8, 2010)
- Gave 8 talks in China with the purpose to recruit students to USM (May 21 – June 8, 2010)
- School of Computing, Demo to 20+ high school students (October 29, 2009)
- Advisement week to 15 students for the School of Computing

SPEAKERS / RESEARCHERS INVITED TO USM

Dr. Bindu Nanduri, **Asso. Prof.**, College of Basic Sciences, Mississippi State University, August 2010

Dr. Kader M Hasan, Asso. Prof. University of Texas Medical Center, Dept. of diagnostic & interventional imaging, July 2010

Dr. Carl Schmidt, Asso. Prof. Animal & Foold Sciences, University of Delaware, June 2010

Dr. Robert Hester, Prof. University of Mississippi Medical Center, Department of Physiology, September 10, 2010, title: HumMod.

Dr. Francis Quek, Prof. Center for Human-Computer Interaction, Director, Professor of Computer Science, Virginia Tech, February 22, 2010, title: Embodiment Awareness, Mathematics Discourse, and the Blind.

Dr. Chad Steed, Geospatial Sciences and Technology Branch, Naval Research Laboratory, November 17, 2009, title: Guided Analysis of Hurricane Trends using Statistical Processes Integrated with Interactive Parallel Coordinates.