Evren Bozgeyikli, PhD

Assistant Professor
School of Information
University of Arizona, Tucson, AZ
(520) 621-4807
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Research Interests

Game Development
Virtual/Augmented Reality
Human-Computer Interaction
Mobile Applications
Algorithm Development
Artificial Intelligence

Education

Doctor of Philosophy in Computer Science and Engineering **2013 – 2016**
University of South Florida, Tampa, FL
Dissertation Title: "Locomotion in Virtual Reality for Room Scale Tracked Areas"
Committee: Dr. Andrew Raij (Co-advisor), Dr. Srinivas Katkoori (Co-advisor), Dr. Rajiv Dubey, Dr. Paul Rosen, Dr. Sriram Chellappan, Dr. Eleazar Vasquez

Master of Science in Game Technologies **2010 – 2012**
Middle East Technical University, Ankara, Turkey
Thesis Title: "Introducing Rolling Axis into Motion Controlled Gameplay using Microsoft Kinect,"
Committee: Dr. Veysi Isler (Advisor), Dr. Ugur Halici, Dr. Umut Durak, Dr. Huseyin Hacihabiboglu, Dr. Erdal Yilmaz

Bachelor of Science in Mechanical Engineering **2002 - 2008**
Middle East Technical University, Ankara, Turkey
Advisor: Dr. Huseyin Vural

Employment History

Assistant Professor **8/2017 - Present**
University of Arizona, School of Information, Tucson, AZ

Researcher **12/2016 – 8/2017**
Center for Assistive, Rehabilitation and Robotics Technologies
University of South Florida, Tampa, FL
Supervisor: Dr. Redwan Alqasemi

Research Assistant **8/2013 – 12/2016**
Center for Assistive, Rehabilitation and Robotics Technologies
University of South Florida, Tampa, FL
Supervisor: Dr. Redwan Alqasemi

Research Assistant **12/2010 – 8/2013**
METU Modeling and Simulation R&D Center
Middle East Technical University, Ankara, Turkey
Supervisor: Dr. Veysi Isler

Teaching Assistant **12/2010 – 8/2012**
METU Informatics Institute, Game Technologies
Middle East Technical University, Ankara, Turkey
Courses: Game Development Pipeline
Applied Parallel Programming on GPU

Refereed Publications

- **Evren Bozgeyikli** and Victor Gomes. Googly Eyes: Displaying User's Eyes on a Head-Mounted Display for Improved Nonverbal Communication. To appear in 2022 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY), 2022.

- Lal "Lila" Bozgeyikli and **Evren Bozgeyikli**. Tangiball: Foot-Enabled Embodied Tangible Interaction with a Ball in Virtual Reality. In 2022 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), pp. 812-820. IEEE, 2022.

- **Evren Bozgeyikli** and Lal Bozgeyikli. Evaluating Object Manipulation Interaction Techniques in Mixed Reality: Tangible User Interfaces and Gesture. In 2021 IEEE Virtual Reality and 3D User Interfaces (VR), 778-787. 2021.

- Lal Bozgeyikli, **Evren Bozgeyikli**, Srinivas Katkoori, Andrew Raij, and Redwan Alqasemi. Evaluating the Effects of Visual Fidelity and Magnified View on User Experience in Virtual Reality Games. Journal of Virtual Reality and Broadcasting 16, no. 1. 2021.

- Lal Bozgeyikli, **Evren Bozgeyikli**, Andrew Raij. Keep Brushing! Developing Healthy Oral Hygiene Habits in Young Children with an Interactive Toothbrush. In Contemporary Topics in Computer Graphics and Games, Peter Lang. 2019.

- Lila Bozgeyikli and **Evren Bozgeyikli**. Tangiball: Dynamic Embodied Tangible Interaction with a Ball in Virtual Reality. In Companion Publication of the 2019 on Designing Interactive Systems Conference, 135-140. ACM. 2019.

- **Evren Bozgeyikli**, Andrew Raij, Srinivas Katkoori, and Rajiv Dubey. Locomotion in virtual reality for room scale tracked areas. International Journal of Human-Computer Studies, 122, 38-49. 2019.

- Lal Bozgeyikli, **Evren Bozgeyikli**, Srinivas Katkoori, Andrew Raij and Redwan Alqasemi. Effects of Virtual Reality Properties on User Experience of Individuals with Autism. ACM Transactions on Accessible Computing (TACCESS), 11(4), 22. 2018.

- **Evren Bozgeyikli**, Lal "Lila" Bozgeyikli, Redwan Alqasemi, Andrew Raij, Srinivas Katkoori, and Rajiv Dubey. Virtual Reality Interaction Techniques for Individuals with Autism Spectrum Disorder. In Proceedings of the 20th International Conference on Human-Computer Interaction (HCI International), Springer International Publishing AG. Part of Springer Nature, M. Antona and C. Stephanidis (Eds.): UAHCI 2018, LNCS 10908, pp. 58-77. 2018. doi: https://doi.org/10.1007/978-3-319-92052-8_6

- Lal "Lila" Bozgeyikli, **Evren Bozgeyikli**, Andoni Aguirrezabal, Redwan Alqasemi, Andrew Raij, Stephen Sundarrao, and Rajiv Dubey. Using Immersive Virtual Reality for Vocational Rehabilitation of Individuals with Physical Disabilities. In Proceedings of the 20th International Conference on Human-Computer Interaction (HCI International), Springer International Publishing AG. Part of Springer Nature, M. Antona and C. Stephanidis (Eds.): UAHCI 2018, LNCS 10908, pp. 48-57. 2018.

- **Evren Bozgeyikli**. VRTouched: Towards Exploring Effects of Tactile Communication with Virtual Robots on User Experience in Virtual Reality. The IEEE International Conference on Robotics and Automation (ICRA), Workshop on Active Touch for Perception and Interaction: How Nature Inspires Robotics. 2018.

- Rubein Shaikh, Paul Mattioli, Katey Corbett, Lal "Lila" Bozgeyikli, **Evren Bozgeyikli**, and Redwan Alqasemi. The Portable VR4VR: A Virtual Reality System for Vocational Rehabilitation. The IEEE International Conference on Robotics and Automation (ICRA), Workshop on Robotics in Virtual Reality, Brisbane, Australia. 2018.

- **Evren Bozgeyikli**. Locomotion in Virtual Reality Video Games. In the Encyclopedia of Computer Graphics and Games of Springer. 2018.

- Lal Bozgeyikli, **Evren Bozgeyikli**. Immersive Virtual Reality Serious Games. In the Encyclopedia of Computer Graphics and Games of Springer. 2018.

- Lal Bozgeyikli, **Evren Bozgeyikli**, Andrew Raij, Redwan Alqasemi, Srinivas Katkoori, and Rajiv Dubey. Vocational Rehabilitation of Individuals with Autism Spectrum Disorder with Virtual Reality. ACM Transactions on Accessible Computing (TACCESS), 10(2), 5. 2017.

- **Evren Bozgeyikli**, Lal Bozgeyikli, Andoni Aguirrezabal, Redwan Alqasemi, Stephen Sundarrao, Rajiv Dubey. Vocational Rehabilitation of Individuals with Disabilities Using Virtual Reality. In Proceedings of the Florida Conference on Recent Advances in Robotics (FCRAR) Boca Raton, FL. 2017.

- **Evren Bozgeyikli**. Locomotion in Virtual Reality for Room Scale Tracked Areas. Doctoral Dissertation. 2016.

- **Evren Bozgeyikli**, Andrew Raij, Srinivas Katkoori, and Rajiv Dubey. Point & Teleport: A Noteworthy Locomotion Technique for Virtual Reality. ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY), Austin, TX. 2016.

- **Evren Bozgeyikli**, Andrew Raij, Srinivas Katkoori, and Rajiv Dubey. Locomotion in Virtual Reality for Individuals with Autism Spectrum Disorder. ACM Spatial User Interaction Conference (SUI), Tokyo, Japan. 2016.

- **Evren Bozgeyikli**, Lal Bozgeyikli, Andrew Raij, Srinivas Katkoori, Redwan Alqasemi, and Rajiv Dubey. Virtual Reality Interaction Techniques for Individuals with Autism Spectrum Disorder: Design Considerations and Preliminary Results. HCI International Conference. 2016 Human-Computer Interaction. Interaction Platforms and Techniques Book Chapter, Volume 9732 pp 127- 137. Springer. 2016.

- **Evren Bozgeyikli**, Lal Bozgeyikli, Andoni Aguirrezabal, Redwan Alqasemi, and Rajiv Dubey. VR4VR An Immersive Virtual Reality Vocational Rehabilitation. In Proceedings of the 38th Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBS), Orlando, FL. 2016.

- Lal Bozgeyikli, **Evren Bozgeyikli**, Andoni Aguirrezabal, Redwan Alqasemi, Stephen Sundarrao, and Rajiv Dubey. Immersive Virtual Reality for Vocational Rehabilitation of Individuals with Disabilities. Rehabilitation Engineering and Assistive Technology Society of North America Assistive Technology Collaborative Conference (RESNA), Arlington, VA. 2016.

- Lal Bozgeyikli, **Evren Bozgeyikli**, Andrew Raij, Redwan Alqasemi, Srinivas Katkoori, and Rajiv Dubey. Vocational Training with Immersive Virtual Reality for Individuals with Autism: Towards Better Design Practices. Workshop on Everyday Virtual Reality at IEEE Virtual Reality, Greenville, SC. 2016.

- Lal Bozgeyikli, **Evren Bozgeyikli**, Matthew Clevenger, Andrew Raij, Redwan Alqasemi, Stephen Sundarrao, and Rajiv Dubey. VR4VR: vocational rehabilitation of individuals with disabilities in immersive virtual reality environments. In Proceedings of the 8th ACM International Conference on PErvasive Technologies

Related to Assistive Environments (PETRA '15). ACM, New York, NY, USA, Article 54, 4 pages. 2015.

- **Evren Bozgeyikli**, Lal Bozgeyikli, Matthew Clevenger, Andrew Raij, Redwan Alqasemi, Stephen Sundarrao, and Rajiv Dubey. VR4VR: Vocational Rehabilitation of Individuals with Disabilities in Immersive Virtual Reality Environments. In Proceedings of the Florida Conference on Recent Advances in Robotics (FCRAR), Melbourne, FL. 2015.

- Lal Bozgeyikli, **Evren Bozgeyikli**, Andrew Raij. Keep Brushing! Developing Healthy Oral Hygiene Habits in Young Children with an Interactive Toothbrush, In Proceedings of EURASIA GRAPHICS International Conference on Computer Graphics, Animation and Gaming Technologies. 2014.

- **Evren Bozgeyikli**, Lal Bozgeyikli, Matthew Clevenger, Andrew Raij, Redwan Alqasemi, Stephen Sundarrao, and Rajiv Dubey. Design and Development of a Virtual Reality System for Vocational Rehabilitation of Individuals with Disabilities. In Proceedings of IEEE Symposium on 3D User Interfaces (3DUI), Minneapolis, MN. 2014.

- Lal Bozgeyikli, **Evren Bozgeyikli**, Matthew Clevenger, Shangdong Gong, Andrew Raij, Redwan Alqasemi, Stephen Sundarrao, and Rajiv Dubey. VR4VR: Towards Vocational Rehabilitation of Individuals with Disabilities in Immersive Virtual Reality Environments. In Proceedings of Workshop on Virtual and Augmented Assistive Technologies (VAAT) at IEEE Virtual Reality, Minneapolis, MN. 2014.

- Lal Bozgeyikli, **Evren Bozgeyikli**, and Veysi Isler. Introducing Tangible Objects into Motion Controlled Gameplay Using Microsoft Kinect. In Proceedings of 26th International Conference on Computer Animation and Social Agents (CASA). 2013.

- Lal Bozgeyikli, **Evren Bozgeyikli**, and Veysi Isler. Introducing Tangible Objects into Motion Controlled Gameplay Using Microsoft Kinect. Journal Computer Animation and Virtual Worlds (CAVW), John Wiley. 2013.

- Lal Bozgeyikli, **Evren Bozgeyikli**, and Erdal Yilmaz. Using Voronoi Diagrams for Realistic Dry Soil Modeling and Rendering. In Proceedings of The International Conference on Computer Graphics, Animation and Gaming Technologies (EURASIA Graphics), Istanbul, Turkey. 2012.

- **Evren Bozgeyikli**. Introducing Rolling Axis into Motion Controlled Gameplay as a New Degree of Freedom Using Microsoft Kinect. Master of Science Thesis. 2012.

Non-refereed Publications/Presentations/Demonstrations

- **Evren Bozgeyikli**, Srinivas Katkoori, Andrew Raij, Redwan Alqasemi, and Rajiv Dubey. Evaluating Virtual Reality Locomotion Techniques for Individuals with Autism Spectrum Disorder. In Proceedings of the USF 8th Annual Graduate Student Research Symposium. 2016.

- **Evren Bozgeyikli**, Lal Bozgeyikli, Redwan Alqasemi, Andrew Raij, Stephen Sundarrao, and Rajiv Dubey. Evaluation of Various Virtual Reality Interaction Techniques for Individuals with Autism Spectrum Disorder. In Proceedings of the USF College of Engineering Research Day, USF Office of Research & Innovation. 2015.

- Lal Bozgeyikli, **Evren Bozgeyikli**, Redwan Alqasemi, Andrew Raij, Stephen Sundarrao, and Rajiv Dubey. Vocational Rehabilitation of Individuals with Autism Spectrum Disorder Using Virtual Reality. In Proceedings of the USF College of Engineering Research Day, USF Office of Research & Innovation. 2015.

- **Evren Bozgeyikli**, Lal Bozgeyikli, Matthew Clevenger, Andrew Raij, Redwan Alqasemi, and Rajiv Dubey. A Virtual Reality System for Vocational Rehabilitation of Individuals with Disabilities. In Proceedings of the USF College of Engineering Research Day, USF Office of Research & Innovation. 2014.

Books

- Lal Bozgeyikli, **Evren Bozgeyikli**, (eds.). Virtual Reality: Recent Advancements, Applications and Challenges. River Publishers. 2020.

Teaching Experience

Advanced Game Development Spring 2022, Fall 2022
GAME452/INFO552
University of Arizona, School of Information

Introduction to Human-Computer Interaction Fall 2019, Spring 2020, Fall 2020,
ISTA416/INFO516 Spring 2021, Fall 2021, Spring 2022
University of Arizona, School of Information

Algorithms for Games Fall 2018, Spring 2019, Fall 2019
ISTA425/INFO525
University of Arizona, School of Information

Game Development Fall 2017, Spring 2018, Spring 2019
ISTA451/INFO551
University of Arizona, School of Information

Capstone (Independent Study) Spring 2020, Spring 2021, Fall 2021
ISTA698 Spring 2022
University of Arizona, School of Information

Independent Study Fall 2017
ISTA499
University of Arizona, School of Information

Game Development Pipeline (Teaching Assistant) Fall 2011, Fall 2012
GATE505
Middle East Technical University, Game Technologies

Applied Parallel Programming on GPU (Teaching Assistant) Spring 2012
GATE713
Middle East Technical University, Game Technologies

Grants

The Department of Veterans Affairs. (Co-PI, $263K (IDC waived)) 5/2021 – Present

Innovations in Healthy Aging (IHA) Living Labs Seed Grant 12/2021 – 6/2022
(Technical consultant, $35K)

The Social and Behavioral Sciences Research Institute (SBSRI) 12/2018 – 12/2019
Faculty Small Grant (PI, $3,500)
University of Arizona, Tucson, AZ
Using Real-Life Objects as Display Extensions through Projection Mapping

Research Projects

Googly Eyes: Displaying User's Eyes on a Head-Mounted Display Inside Out for Increased Social Presence 2/2019 - Present

Tic-Tac-Toe with a Virtual Opponent on a Two-Sided Glass Board for Increased Presence 4/2018 - Present

Tangible Checkers in Augmented Reality with a Virtual Opponent for Increased Presence 1/2018 - Present

VR Touched: Towards Exploring Effects of Tactile Communication with Virtual Robots on User Experience in Virtual Reality 10/2017 - Present

SPARTAN: Spatial Tangible Interactions in Augmented Reality 12/2018 – 6/2021

Tangiball: Incorporating Dynamic Tangible Interaction 12/2017 – 12/2021

into Virtual Reality for Improved User Experience

VR4VR: An Advanced Virtual Reality System for Vocational Rehabilitation and Assessment — 2013 - 2017

Cravy Brush: An Interactive Mobile Toothbrush Add-On to Instill Healthy Oral Hygiene Habits in Children — 2013 - 2014

Incorporating Rolling Axis into Embodied Gameplay in Infrared Motion-Tracked Systems — 2010 - 2012

Trainings/Workshops Completed

Research

RDS Proposal Development Workshop	10/2018
NSF CAREER Preparation Program	9/2018
Competing for Funding from the NSF Workshop	9/2018
How to Write Successful Proposals for NSF CAREER, DoD Young Investigator, and Other Early Career Programs Workshop	9/2018
Grant Writing Workshop	2/2018
NSF Career: Introduction & Recipients Panel	11/2017

Teaching

Course Level Assessment Mini-Course	8/2018
Reimagining Slides Mini-Course	8/2018
Course Development Online Mini-Course	8/2018

Other

IRB and CITI Training	12/2020
Information Security Awareness Training	12/2020, 4/2019
FERPA Training	10/2017, 8/2020
Time and Labor: Timekeeping and the FLSA Training	10/2019
ASUA Recognized Clubs - Club Advisor Training	1/2019
Information Security Awareness Training	10/2017
FERPA Tutorial Training	

Service to the University

University of Arizona

Student Club Academic Advisor — 1/2019 – 8/2022
UA Video Game Developers Club, University of Arizona, Tucson, AZ

Game Studies Faculty Hiring Committee — 12/2021 – 5/2022
School of Information, University of Arizona, Tucson, AZ

Graduate Committee — 8/2021 – 5/2022

School of Information, University of Arizona, Tucson, AZ

Curricular Planning for Game Studies 8/2020 – 5/2021
School of Information, University of Arizona, Tucson, AZ

Colloquium Committee 8/2019 – 5/2020
School of Information, University of Arizona, Tucson, AZ

Faculty Hiring Committee 9/2019 – 12/2019
Systems and Industrial Engineering, University of Arizona, Tucson, AZ

Research Committee 8/2018 – 5/2019
School of Information, University of Arizona, Tucson, AZ

IT Summit AR/VR Committee 8/2018 - 11/2018
University of Arizona, Tucson, AZ

HackFest Challenge Supervisor 8/2018 - 11/2018

Data Visualization Faculty Hiring Committee Member 10/2017 - 5/2018
School of Information, University of Arizona, Tucson, AZ

Graduate Committee 8/2017 - 8/2018
School of Information, University of Arizona, Tucson, AZ

Service to the Research Community

Program Committee Member
ACM Southeast Conference 2023 9/2022 – Present
Jacksonville, Alabama

Program Committee Member
ACM Southeast Conference 2022 12/2021 – 4/2022
Jacksonville, Alabama

Technical Program Committee Member
IEEE International Conference on Consumer Electronics 2021 8/2020 – 11/2021

Co-Editor
Virtual Reality: Recent Advancements, Applications and Challenges. 5/ 2018 – 2/2020
River Publishers. 2020.

Committee Member/Publications Co-Chair
ACM International Conference on Tangible, 9/2017 – 3/2019

Embedded and Embodied Interactions (TEI) 2019
Tempe, AZ

Technical-Computer Graphics Committee Member
IEEE International Conference on Virtual Worlds and Games for Serious Applications (VS Games) 2019 — 9/2018 – 9/2019
Vienna, Austria

International Program Committee Member
IEEE International Conference on Virtual Worlds and Games for Serious Applications (VS Games) 2018 — 9/2017 – 9/2018
Würzburg, Germany

Co-Chair/Co-Organizer
Virtual Reality Video Games Parallel Session — 9/2017 - 8/2018
HCI International Conference 2018
Las Vegas, NV

The IEEE International Conference on Robotics and Automation — 11/2017 - 6/2018
Workshop on Robotics in Virtual Reality
Brisbane, Australia

IEEE Signal Processing Society Summer School on Game Audio — 2012
Ankara, Turkey

Crystal Pixel National Video Game Industry Awards — 2012
Ankara, Turkey

Local Game Jam Site — 2012
The 29th National Informatics Convention of Turkish Informatics Association
Ankara, Turkey

Global Game Jam Site — 2011, 2012
Middle East Technical University, Ankara, Turkey

GATEWay Student Video Game Showcase — 2011, 2012
Middle East Technical University, Ankara, Turkey

Technical Committee Member
International Eurasia Graphics Conference — 2014
Ankara, Turkey

Research Group Member

Computer Graphics and Visualization Research Group, 2010 - 2013
Middle East Technical University, Ankara, Turkey

Game Technologies Research (GATER) Lab Research Group, 2010 - 2013
Middle East Technical University, Ankara, Turkey

Invited Talks/Exhibitions/Workshops/Presentations

Faculty Research Blitz 2018, 2019, 2020, 2021
School of Information, Tucson, AZ

Locomotion in Virtual Reality 2018
IT Summit, Teaching & Learning Presentations, Tucson, AZ

Tangiball: A Tangible Virtual Reality Ball Game 11/2018
IT Summit, Tucson, AZ

AP Research Student Visit Workshop 2017, 2018
School of Information, Tucson, AZ

Playful Interactive Technologies 4/2018
College of Social and Behavioral Sciences Magellan Circle Reception
Tucson, AZ

University of South Florida's Engineering Expo, 2014, 2015, 2016
Tampa, FL

Game Development with Unity 2013
Middle East Technical University, Ankara, Turkey

Towards Better User Experience in Video Games with Microsoft Kinect 2013
Istanbul Technical University, Istanbul, Turkey

Developing a Game from Scratch with Unity 2012
Isik University, Istanbul, Turkey

Middle East Technical University's Science is Fun at METU Expo 2011, 2012, 2013
Ankara, Turkey

Certificate Program Course Series

Game Development (Primary Instructor) 2013
Middle East Technical University, Continuing Education Center, Ankara, Turkey

Reviewer

ACM Virtual Reality Software and Technology 2022 Conference	8/2022 – Present
The Visual Computer, International Journal of Computer Graphics, Springer	8/2022 – Present
Virtual Reality Journal, Springer	9/2017 - Present
ACM Southeast (ACMSE) 2022 Conference	12/2021 – 4/2022
IEEE Virtual Reality 2022 Conference	9/2021 – 1/2022
IEEE Transactions on Visualization and Computer Graphics	8/2019 – 2/2020
Journal of Computational Design and Engineering	8/2019 – 1/2020
IEEE Virtual Reality 2019 Conference	9/2018 – 1/2019
ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)	8/2018 - 10/2018
International Journal of Human-Computer Studies, Elsevier	9/2017 – 2/2018
Human Computer Interaction, Taylor and Francis	9/2017 – 1/2018

Honors and Awards

USF Engineering Alumni Society Travel Grant Award 2014, 2016
University of South Florida, Tampa, FL

Student Government Conference Presentation Grant 2014, 2016
University of South Florida, Tampa, FL

Best Dissertation/Thesis Award 2013
Introducing Rolling Axis into Motion Controlled Gameplay using Microsoft Kinect,
Middle East Technical University, Ankara, Turkey

Graduate Student Performance Award 2012
GPA: 4.00, Middle East Technical University, Ankara, Turkey

Mentoring

Student Worker Supervisor

Ryu Kevin Funakoshiya 5/2022 – Present
Extended Reality and Games Lab,
School of Information, University of Arizona

Victor Gomes 10/2019 – 12/2019
Extended Reality and Games Lab,
School of Information, University of Arizona

Honors Project

Jonathan Kevin Collins 1/2021 – 5/2021
Honors College, University of Arizona

PhD Committee

Michael Jenkins 5/2018 – 12/2019
School of Information, University of Arizona

Independent Study/Capstone

Anthony Nguyen, Daniel Namir, Eric Abrams, 8/2022 - Present
Dennis Nguyen, Bachelor of Science,
School of Information, University of Arizona

Stephen Kim, Master of Science 1/2022 – 5/2022
School of Information, University of Arizona

Tuan Anh Bui, Master of Science 1/2022 – 5/2022
School of Information, University of Arizona

Yuxuan Zhou, Master of Science 8/2021 – 12/2021
School of Information, University of Arizona

David Morgan Phillips, Master of Science 1/2021 – 5/2021
School of Information, University of Arizona

Daniel Zuniga, Master of Science 1/2020 – 5/2020
School of Information, University of Arizona

Alejandro Romero, Bachelor of Science, 9/2018 - 12/2018
School of Information, University of Arizona

Edward Trujillo, Bachelor of Science, 9/2017 - 12/2017
School of Information, University of Arizona

Frederick Pang, Bachelor of Science, 9/2017 - 12/2017
School of Information, University of Arizona

Amit Sen, Bachelor of Science, 8/2017 - 12/2017
School of Information, University of Arizona

Internship Supervisor

Game Technologies Research (GATER) Lab 7/2012 - 9/2012

Affiliations/Memberships

ACM (Association for Computing Machinery)
IEEE (Institute of Electrical and Electronics Engineers)
IGDA (The International Game Developers Association)