

Greg Walsh

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Education

Doctorate of Philosophy, Information Studies

University of Maryland, College Park
December 2012

Master of Science, Instructional Technology

Bloomsburg University
December 1998

Bachelor of Arts, Mass Communication

Bloomsburg University
May 1997

Associates of Applied Science, Fashion Design

Baltimore City Community College
December 2022 (Expected)

Published Works

Peer Reviewed Works

Ashan, N., Andersen, M., Baldwin, P., Brown, J., Chapman-Weems, N., Hunt Estevez, C., Hyland, W., Leonard, B., Manlucu, J., Vandt, M., Yee, C., **Walsh, G.**, & Vincenti, G. (2021). An Augmented Reality Guidance and Operations System to Support the Artemis Program and Future EVAs. *50th International Conference on Environmental Systems (ICES)*.

Van Mechelen, M., Gilutz, S., Hourcade, J. P., Baykal, G. E., Gielen, M., Eriksson, E., Walsh, G., Read, J. & Iversen, O. S. (2020). Teaching the Next Generation of Child-Computer Interaction Researchers and Designers. *ACM Interaction Design and Children Conference 2020*.

Skinner, Z., Brown, S., & **Walsh, G.** (2020). Children of Color's Perceptions of Fairness in AI: An Exploration of Equitable and Inclusive Co-Design. *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems Extended Abstracts*. ACM, New York, NY, USA.

Walsh, G., & Wronsky, E. (2019). AI+ Co-Design: Developing a Novel Computer-supported Approach to Inclusive Design. In *Conference Companion Publication of the 2019 on Computer Supported Cooperative Work and Social Computing* (pp. 408-412).

Walsh, G. (2018). Towards Equity and Equality in American Co-Design: A Case Study. *Proceedings of the 17th International Conference on Interaction Design and Children*. ACM, New York, NY, USA.

Ziman, R., **Walsh, G.** (2018). Factors Affecting Seniors' Perceptions of Voice-enabled User Interfaces. To appear *In Proceedings of the 2018 CHI Conference Extended Abstracts on Human Factors in Computing Systems*. ACM, New York, NY, USA.

Hourcade, J. P., Zeising, A., Iversen, O. S., Skov, M. B., Antle, A. N., Anthony, L., ... & **Walsh, G.** (2018, April). Child-Computer Interaction SIG: Ubiquity and Big Data--A Changing Technology Landscape for Children. In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems* (pp. 1-4). [Workshop]

Cole, J., **Walsh, G.**, & Pease, Z. (2017). Click to Enter: Comparing Graphical and Textual Passwords for Children. Extended Abstract in *Proceedings of the The 16th International Conference on Interaction Design and Children*. ACM, New York, NY, USA.

Walsh, G., Donahue, C., Rhodes, E., & Pease, Z. (2016). Inclusive Co-Design with a Three-Dimensional Game Environment. *Proceedings of the The 15th International Conference on Interaction Design and Children*. ACM, New York, NY, USA.

Rhodes, E., & **Walsh, G.** (2016). Recommendations for Developing Technologies that Encourage Reading Practices Among Children in Families with Low-literate Adults. *Proceedings of the The 15th International Conference on Interaction Design and Children*. ACM, New York, NY, USA.

Pease, Z., & **Walsh, G.** (2016). COPPA COMPLIANCE: A Cooperative Inquiry Perspective. In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems*. ACM, New York, NY, USA.

Walsh, G., Foss, E. (2015). A Case for Intergenerational Distributed Co-Design: The Online Kidsteam Example. In *Proceedings of the 14th International Conference on Interaction Design and Children (IDC '15)*. ACM, New York, NY, USA.

Walsh, G., Donahue, C., & Rhodes, E. (2014). KidCraft: Co-Design within a Game Environment. *CHI'15 Extended Abstracts on Human Factors in Computing Systems (CHI '15)*. ACM, New York.

Walsh, G., Golbeck, J. (2014). StepCity: a preliminary investigation of a personal informatics-based social game on behavior change. *CHI'14 Extended Abstracts on Human Factors in Computing Systems (CHI '14)*. ACM, New York.

Subramaniam, M., Ahn, J., Waugh, A., Taylor, N.G., Druin, A., Fleischmann, K.R., & **Walsh, G.** (2013). The role of school librarians in enhancing science learning. *Journal of Librarianship and Information Science*. SAGE Publications.

Subramaniam, M., Ahn, J., Waugh, A., Taylor, N. G., Druin, A., Fleischmann, K. R., & **Walsh, G.** (2013). Crosswalk between the framework for k-12 science education and standards for the 21st century learner: School librarians as the crucial link. *School Library Research*, 16.

Walsh, G., Foss, E., Yip, J.C., Druin, A. (2013). FACIT PD: Framework for analysis and creation of intergenerational techniques for participatory design. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI'13)*. ACM, New York.

Foss, E., Guha, M.L., Papadatos, P., Clegg, T., Yip, J.C., & **Walsh, G.** (2013) Cooperative inquiry design techniques in a classroom of children with special learning needs. Manuscript accepted for publication in the *Journal of Special Education Technology*.

Walsh, G., Druin, A., Guha, M.L., Bonsignore, E., Foss, E., Yip, J.C., Golub, E., Clegg, T., Brown, Q., Brewer, R., Joshi, A., and Brown, R. (2012). DisCo: a co-design online tool for asynchronous distributed child and adult design partners. In *Proceedings of the 11th*

International Conference on Interaction Design and Children (IDC '12). ACM, New York, NY, USA, 11-19.

Ahn, J., Subramaniam, M., Fleischmann, K. R., Waugh, A., **Walsh, G.**, & Druin, A. (2012). Youth identities as remixers in an online community of storytellers: Attitudes, strategies, and values. *Proceedings of ASIST 2012: The 75th Annual Meeting of the American Society for Information Science and Technology*. [BEST INFORMATION BEHAVIOR PAPER AWARD]

Yip, J.C., Clegg, T.L., Druin, A., Guha, M.L., Golub, E., Bonsignore, E., Foss, E., & **Walsh, G.** (2012). Kitchen Chemistry: Supporting learners' decisions in science. In *Proceedings of the Teachers College Educational Technology Conference 2012 (TCETC)* (pp. 82 – 84). New York City, NY: Teachers College.

Xie, B., Yeh, T., **Walsh, G.**, Watkins, I., and Huang, M. (2012). Co-designing an e-health tutorial for older adults. In *Proceedings of the 2012 iConference (iConference '12)*. ACM, New York, NY, USA, 240-247.

Yeh, T., Chang, T., Xie, B., **Walsh, G.**, Watkins, I., Wongsuphasawat, K., Huang, M., Davis, L.S. and Bederson, B. (2011). Creating Contextual Help for GUIs Using Screenshots. In *UIST'11*, October 16–19, 2011, Santa Barbara, CA, USA. In press.

Walsh, G., Brown, Q., and Druin, A. (2011). Social Networking as a Vehicle to Foster Cross-Cultural Awareness. In *Proceedings of the 10th International Conference on Interaction Design and Children (IDC '11)*. ACM, New York, NY, USA, 209-212.

Joshi, A., **Walsh, G.** (2011). Tootter: Designing a Musical Expression Tool for use in Social Networks. In *Proceedings of the 10th International Conference on Interaction Design and Children (IDC '11)*. ACM, New York, NY, USA, 169-172.

Walsh, G., Druin, A., Guha, M., Foss, B., Golub, E., Hatley, L., Bonsignore, B. and Franckel, S. (2010). Layered Elaboration: A New Technique for Co-Design with Children. In *Proceedings of the CHI 2010* (Atlanta, Georgia, 2010).

Tarkan, S., Sazawal, V., Druin, A., Golub, E., Bonsignore, E.M., **Walsh, G.** and Atrash, Z. (2010). Children's Perceptions of Programming Given the Toque Cooking Language. *Proceedings of the CHI 2010* (Atlanta, Georgia, 2010)

Walsh, G. and Golbeck, J. (2010). Curator: A Game with a Purpose for Collection Recommendation. In *Proceedings of the 28th international conference on Human factors in computing systems (CHI '10)*. ACM, New York, NY, USA, 2079-2082.

Brown, Q., Bonsignore, E., Hatley, L., Druin, A., **Walsh, G.**, Foss, E., Brewer, R., et al. (2010). Clear Panels: a technique to design mobile application interactivity. In *Proceedings of the 8th ACM Conference on Designing Interactive Systems* (pp. 360–363).

Walsh, G. (2009). Wii can do it: Using co-design to create and instructional game. In *Proceedings of the 27th international conference extended abstracts on Human factors in computing systems (CHI EA '09)*. ACM, New York, NY, USA, 4693-4698.

Tarkan, S., Sazawal, V., Druin, A., Foss, E., Golub, E., Hatley, L., Khatri, T., Massey, S., **Walsh, G.**, and Torres, G. (2009). Designing a Novice Programming Environment with Children. Poster session of *40th Annual SIGCSE Technical Symposium*.

Doctoral Consortium

Walsh, G. (2011). Distributed Co-Design. In *Proceedings of the 2011 annual conference extended abstracts on Human factors in computing systems* (CHI EA '11). ACM, New York, NY, USA, 1061-1064.

Peer Reviewed Book Chapters

Walsh, G. (2012). Employing Co-Design in the Video Game Design Process. In M. Cunha (Ed.), *Serious Games as Educational, Business, and Research Tools*.

Conference Presentations

Yip, J.C., Clegg, T.L., Druin, A., Guha, M.L., Golub, E., Bonsignore, E., Foss, E., & **Walsh, G.** (2012). Cooperative inquiry in designing technology in life-relevant learning for science. Paper presented at the Annual Meeting of the American Educational Research Association, Vancouver, BC, Canada.

Videos

Walsh, G., Druin, A., Guha, M., Foss, B., Golub, E., Hatley, L., Bonsignore, B. and Franckel, S. (2011). Energy House: Video. In *Proceedings of the 2011 annual conference extended abstracts on Human factors in computing systems* (CHI EA '11). ACM, New York, NY, USA, 513-513.

Walsh, G., Druin, A., Guha, M., Foss, B., Golub, E., Hatley, L., Bonsignore, B. and Franckel, S. (2011). Layered Elaboration: Video. In *Proceedings of the 2011 annual conference extended abstracts on Human factors in computing systems* (CHI EA '11). ACM, New York, NY, USA, 489-489.

Invited Submissions

Hourcade, J. P., Antle, A. N., Anthony, L., Fails, J. A., Iversen, O. S., Rubegni, E., Skov, M., Slovak, P., **Walsh, G.**, and Zeising, A. (2018). Child-computer interaction, ubiquitous technologies, and big data. *Interactions* 25, 6 (October 2018), 78-81. DOI: <https://doi.org/10.1145/3274572>

Walsh, G. 2017. AudioUX for Children: A Participatory Design Approach. *UXDC Poster Session*.

Walsh, G. (2013). Anatomy of a design session. *Interactions*, Volume 20, Issue 6. ACM.

Walsh, G. (2011). Kidsteam: Co-designing Children's Technologies with Children. *User Experience Magazine*. Volume 10, Issue 1, 2011.

Walsh, G. (2007). Cheating in Video Games Isn't Cheating at All: It's part of the Game. In K. Kapp (Ed.), *Gadgets, Games, and Gizmos for Learning* (pp. 148). Pfeiffer.

Walsh, G. (2001). Social Simulator [Graphic]. In by K. Kapp, W. Latham and H. Ford-Latham (Eds.), *Integrated Learning for ERP Success: A Learning Requirements Planning Approach* (p. 176). CRC Press.

Op-Eds

Walsh, G. (2019, October 24). Runner misses start of Baltimore marathon because his train doesn't show; has to take an Uber, blames MTA. *The Baltimore Sun*.

Walsh, G. (2018, January 20). Hawaii missile debacle illustrates importance of user interface in technology. *The Baltimore Sun*.

Walsh, G. (2017, March 23). Cuts to public broadcasting will affect quality kids' shows. *The Baltimore Sun*.

Invited Talks

2021

Unsolicited List of 8 Principles for Designers

Invited for User Experience Professional Association 2021

2018

Unsolicited List of 8 Principles for Designers

US Department of Defense

Inclusive and Equitable Design Research

University of Maryland, Baltimore County

2017

KidsteamUB: Developing a Podcast Tool

National Public Radio (NPR)

2016

Life in the Big City: A reflection of four years of HCI Education and Research in Baltimore

University of Maryland, Human-Computer Interaction Lab (HCIL)

2015

Designing for Kids With Kids

UXDC

Kidsteam: Designing with your audience

World IA Day, DC

2014

Easy as Pi

Society of American Military Engineers

Designing a Fitbit Game

CAS Scholarship Day

Academia and Game Design

Music and Gaming Festival

2013

Panel: Children and Video Games

University of Baltimore Digital Designer's Guild

2012

Panel: Video Games in the Classroom

AFI / Discovery Channel Silver Docs Documentary Conference

2011

Panel: Technology of the Future in Education: Making Connections

AFI / Discovery Channel Silver Docs Documentary Conference

Distributed Co-Design
28th Annual Human-Computer Interaction Lab Symposium, University of Maryland

Distributed Co-Design
CHI 2011

2010
Layered Elaboration: A New Technique for Co-Design.
CHI 2010

2009
Timestream: A case study of co-design to create an instructional game
The 26th Human Computer Interaction Lab Symposium, University of Maryland

2008
Using New Technologies for the Classroom
Education Theory and Practice
University of Maryland School of Pharmacy

Developing a Learning Game: From storyboards to finished product
Institute for Interactive Technologies, Bloomsburg University

Are You Connect.ed?: Social Networking Symposium
University of Maryland Health Sciences and Human Services Library

2007
The Power of Play: Effective Training Through Games and Simulations
University of Maryland, Baltimore County Training Forum

An Overview of Creative Technologies for Learning
Danya International

Blogs and Wikis for Communication
Society of Technical Communicators, Washington DC Area Chapter and Metro Baltimore Area Chapter

New Technologies for Learning
Vuepoint Client Forum 2007 Las Vegas

2005
Developing a Game: From storyboards to finished product
Institute for Interactive Technologies, Bloomsburg University

2003
Flash and Communications
Society of Technical Communicators, Baltimore Chapter

2000
Panel Member
Society of Technical Communicators, Metro Baltimore Chapter

Outside University of Baltimore

Presenter

30th Annual Human Computer Interaction Lab Symposium 2013
Human-Game Interaction: HCI and video games

28th Annual Human Computer Interaction Lab Symposium 2011
New Methods for Designing for and with the iChild

27th Annual Human Computer Interaction Lab Symposium 2010
New Methods for Designing for and with the iChild

Adjunct Instructor

EDUC 689T: Current Issues and Trends (10-25 students)
Fall 2005, Fall 2006, Fall 2007, Fall 2009, Fall 2010, Fall 2011
University of Maryland, Baltimore County

Developed online course that introduces students to concepts and current trends in the field of instructional technology. Utilize current articles, case studies, and discussions to cover topics useful to training professionals about topics like the instructional uses of blogs, podcasts, and wikis.

Adjunct Instructor

EDUC 612: Message Design
Spring 2005, Spring 2006, Spring 2007, Spring 2008, Spring 2009, Spring 2011, Spring 2012
University of Maryland, Baltimore County

Adjunct Instructor

EDUC 610/682: Principles of Web-based Training
Fall 2001-Spring 2006, Fall 2008
University of Maryland, Baltimore County

Adjunct Instructor

EDUC 640/681: Survey of Multimedia Tools
Spring 2002-Spring 2003
University of Maryland, Baltimore County

Instructor

Web and Graphic Design Classes
Fall 2001-Summer 2002
Computer Career Institute @ Johns Hopkins University

Guest Instructor

Interactive Media Class
Fall 2001
Montgomery County College

Facilitator/Instructor

Introduction to HTML – 2 Day Workshop
Summer 1998
Bloomsburg University

Invited Guest Lecturer

LBSC 690: Information Technology
Fall 2010
University of Maryland, College Park

Instructional Game Development
Fall 2009
Bloomsburg University of Pennsylvania

Education Theory and Practice
Fall 2008
University of Maryland, School of Pharmacy

Instructional Game Development
Fall 2008
Bloomsburg University of Pennsylvania

Programming CBT/WBT Instructional Media
Summer 2001
University of Maryland, Baltimore County

Presented industry-standard topics such as Macromedia Dreamweaver, Flash, Director, and Adobe Photoshop. Created take-away guides/tutorials and presented examples of the technology used in real-life situations.

Academic Service**Vice President**

2020-2021
University Faculty Senate

Program Director

2019-Present
DSc, Information and Interaction Design

Member

2018-2019
University of Baltimore Strategic Budget and Planning Committee

Vice President

2018-2019
Yale Gordon College of Arts and Sciences Faculty Senate

Paper Co-Chair

2018-2020
Interaction, Design, and Children 2019

Cyber-Security Faculty Search Chair

2018-2019
Division of Science, Information Arts, and Technologies
Yale Gordon College of Arts and Sciences

Steering Committee

2018 – Present

Baltimore Neighborhoods Indicator Alliance

Astronaut in my Library Steering Committee

2017 – Present

Enoch Pratt Free Library, Baltimore

Technical Program Chair

2016 – 2017

Interaction, Design, and Children 2017

University Faculty Senate

Sept 2016-May 2019

Yale Gordon College of Arts and Sciences (YGCAS) Representative

Program Director

2015-2019

MS, Interaction Design and Information Architecture

Program Director

2015-2019

Certificate, User Experience (UX) Design

Program Director

2015-2018

Certificate, Digital Media Production

Program Director

2018-2019

Certificate, Library Technologies

Associate Paper Chair/Paper Committee

2015-2020

Interaction, Design, and Children

Paper Reviewer

2011-2020

Interaction, Design, and Children

Paper Reviewer

2009-2020

Conference on Human Computer Interaction (CHI)

Honors Council

2013-15

University of Baltimore

Network Learning Presenter

2013

CELTT, University of Baltimore

Faculty Search Committee

2016

Applied Information Technology Program

Yale Gordon College of Arts and Sciences, University of Baltimore

Faculty Search Committee

2015

Math Program

Yale Gordon College of Arts and Sciences, University of Baltimore

Faculty Search Committee

2012-2013, 2014

Simulation and Digital Entertainment Program

Yale Gordon College of Arts and Sciences, University of Baltimore

Visioning for Excellence Committee

2012-2013

Yale Gordon College of Arts and Sciences, University of Baltimore

ISD Corporate Advisory Committee

2004-2016

Division of Professional Education & Training, University of Maryland, Baltimore County

Undergraduate Curriculum Committee

2011-2012

College of Information Studies, University of Maryland, College Park

Faculty Search Committee

2010-2011

College of Information Studies, University of Maryland, College Park

Doctoral Committee

2009-2010

College of Information Studies, University of Maryland, College Park

Instructional Systems Design Program Director Search Committee

2004

Division of Professional Education & Training, University of Maryland, Baltimore County

Husky Ambassador

1996-1997

Student Alumni Association, Bloomsburg University of Pennsylvania

Academic Experience

Member, Graduate Faculty

October 2018 – Present

University of Maryland, Baltimore

Assistant Professor

August 2012 – August 2018

Associate Professor

August 2018 – Present
University of Baltimore

Since 2014, direct the MS, Interaction Design and Information Architecture program and related certificates. Led programs to national rankings and sustained growth. Responsible for marketing, recruiting, curriculum, budget, and external partnerships.

Teach multiple courses per semester in the Simulation and Digital Entertainment undergraduate program and the Interaction Design and Information Architecture graduate program. Update courses to meet current industry demands. Perform service to the program, department, college, and University through committees. Oversee independent studies and mentor student in formal and informal settings. Conduct research on Human-Computer Interaction/Games/Children.

National Park Service Fellow

Fall 2010-Spring 2012

Work with the National Park Service (NPS) on the design of technologies to enhance children's experiences with national parks both in-park and at home. Lead intergenerational design team sessions for NPS and other partners (Nickelodeon, Carnegie Hall). Supervise undergraduate team members' research projects.

Carnegie Hall Fellow

Fall 2009-Fall 2010

Responsible for all research involving the Carnegie Hall Cultural Exchange program, a cross-cultural social network and concert series. Traveled to Carnegie Hall in New York to run co-design sessions focusing on the educational concert experience with participants. Developed tools and techniques for the data collection and statistical analysis of the Cultural Exchange social network.

iSchool Graduate Fellow

Fall 2008-Fall 2009

Participated in intergenerational design sessions with partners (National Park Service, UNICEF) and internal projects (Children's programming language, StoryKit). Worked as the community manager for the International Children's Digital Library by answering mail and forum posts. Participated in the creation of a new Doctoral Program Handbook and analysis for a new Human-Computer Interaction Master's program in the College of Information Studies (iSchool). Responsible for the collection and reporting of the iSchool's Learning Outcome Analysis to the graduate school.

Industry Experience

Interactive Media Consultant

June 2003-September 2008
Baltimore, MD

Developed e-learning interactives for various corporate clients. Created replicable templates and small-scale processes to increase productivity. Developed educational games for a high school distance learning company and the USDA.

Senior Instructional Technologist

Black & Decker

January 2007-August 2008
Towson, MD

Managed relationship with Learning Management System vendor. Consulted with business groups on use of interactive technologies. Worked as a liaison between vendors for technical and media projects. Developed games for use in learning.

Web Designer

Black & Decker

December 2004-December 2006

Towson, MD

Designed and developed interactive, e-learning projects for sales and marketing groups. Worked with cross-functional teams to craft e-learning developmental processes. Created video and audio materials for on-line training.

Technology Guru

Titan Digital Communications, Inc

March 2003- June 2004

Baltimore, MD

Developed Web-based games. Created Web-based learning and knowledge applications. Led back-end development of Web-based, e-learning and interactive media projects. Merged creative front-end with server technologies. Responsible for researching Web technologies. Managed sub-contractors on a per need basis.

Creative Director

Digimo, Inc

January 2002-March 2003

Baltimore, MD

Created Web-based learning applications. Led design of Web-based, e-learning and interactive media projects. Responsible for profitability of design department. Managed design team and integration of front and back-end technologies. Worked with clients on-site to address creative needs.

Interactive Media Designer

Latitude360 / RWD Technologies

August 1998-October 2001

Columbia, MD

Designed and developed interactive exercises for Ford, Proctor & Gamble, and the Rouse Company. Designed and developed interactive media prototypes for potential clients. Designed and developed the RWD Applied Technology Lab's intranet for information sharing. Led technical development team for the American Visionary Arts Museum's website. Created interactive marketing pieces for Latitude360's University360 product as well as BaanEase.

Funding

Maryland Space Grant

\$15,670

YGCAS Summer Grant Funding
\$3300

Google Faculty Research Award
\$42k

UB Foundation Fund for Excellence
\$18k

Honors and Awards

2021 Fellow, Royal Society for the Arts

2019 Senior Member, Association of Computing Machinery

2015 Google Faculty Research Award

2013 Emmy – Outstanding Creative Achievement in Interactive Media-User Experience and Visual Design

2012 ASIST Best Information Behavior Paper Award

2012 Google – Human-Computer Interaction Lab Student Research Honorable Mention

2011 STEM Video Game Challenge Top 10 - Energy House

2011 Doctoral Consortium, SIGCHI

2009-2010 Carnegie Hall Fellow

Advising Experience

Thesis, M.S., Interaction Design and Information Architecture, University of Baltimore

Eric Wronsky

Fall 2018 – Present

Ta-Shire Tribbett

Fall 2018 – Present

James Mcconnell

Fall 2018 – Present

Kathryn Locke

Fall 2018 – Present

Sara Flamm

Fall 2018 – Present

Tauhid Ahmed

Summer 2018 – Fall 2018

Brandon Turner

Summer 2018 – Present

Cheryl Daniel

Spring 2018 – Present

Robert Summerville

Spring 2018 –

Alden Brigham

Fall 2017 – Present

Amber Kreisel

Fall 2017 – Present

Jessica Lieberman

Fall 2017 – Present

Randall Ziman*

Summer 2017 – Fall 2017

Victoria Kulikowski

Summer 2017 – Fall 2017

Kiel McLaughlin

Spring 2017 – Fall 2017

Bethany McGowan

Fall 2016 – Fall 2017

Zachary Pease

Spring 2017

Sean Pollard

Spring 2017 – Summer 2018

James Soldinger

Spring 2017 – Fall 2017

Rhiannon Fox

Spring 2017 – Fall 2017

Vipul Katira

Spring 2015 – Present

Jaime Lee

Spring 2015 – Fall 2017

Kayo Yamada Rusin

Fall 2016 – Spring 2017

Andrew White

Fall 2016 – Spring 2017

Jasper Cole*

Fall 2015 – Spring 2016

Emily Rhodes*

Fall 2014 – Spring 2015

Vineet Shah

Spring 2010-Fall 2011

Department of Computer Science, UMCP

Asmi Joshi *

Fall 2010-Spring 2011

Department of Computer Science, UMCP

* Became peer-reviewed publication

Personal Interests

Sailing

Camping

Endurance Sports

Rock Climbing