

Francisco R. Ortega

Curriculum Vitae

2015 Prairie Hill Drive
Fort Collins, CO-80528
<http://nuilab.org/>

Phone: (305) 305-6391
Email: fortega@colostate.edu
Alt: FranciscoRaulOrtega@gmail.com

SECTION 1: Employment History/Awards

EDUCATION

Florida International University Ph. D. in Computer Science – GPA: 3.72	Miami, FL <i>Fall 2014</i>
Florida International University M. S. in Computer Science – GPA: 3.8	Miami, FL <i>Fall 2008</i>
Florida International University B. S. in Computer Science – GPA: 3.5 – In-major GPA: 3.7	Miami, FL <i>Fall 2007</i>

Dissertation

Title: *3D Navigation with Six Degrees-of-Freedom Using a Multi-Touch Display*

Advisors: Dr. Armando Barreto and Dr. Naphtali Rishe

My dissertation provides an in-depth review of multi-touch technology used in 3D navigation. A 3D travel user-study that compares a multi-touch display and game controller in a pseudo-universe, found that there was a significant difference between experienced console gamers and casual gamers game controller is used. However, no difference was found in the analysis of the multi-touch display. This dissertation is the basis for a post-Ph.D. research that has led to improvement of gesture-recognition and elicitation. In addition, the research conducted during this time included a theoretical model for multi-touch interaction via high-level Petri Nets, and a feature-extraction algorithm for multi-touch displays.

PROFESSIONAL APPOINTMENTS

- Assistant Professor, Director of NUI Lab, Colorado State University, Fall 2018 – Present.
- Assistant Professor (Courtesy Appointment), Florida International University, Fall 2018 – Present.
- Visiting Assistant Professor, Director of OpenHID Lab, Florida International University, Fall 2016 – Summer 2018.
- Vertically Integrated Projects (VIP) Coordinator, Florida International University, Spring 2016 – Spring 2018.
- Visiting PostDoc Fellow, Director of OpenHID Lab, Florida International University, Spring 2015 – Summer 2016.

OTHER POSITIONS (ADDITIONAL WORK EXPERIENCE)

- Research & Teacher Assistant, Florida International University, Spring 2009 – Fall 2014.
- Software Engineer, IBLUES Corporation, Fall 1999 – Fall 2014
- Operator & Asst. SysAdmin, Tecnicard, Inc., Spring 1994 – Fall 1999

CURRENT JOB DESCRIPTION

Assistant Professor. Tenure-Track. Computer Science.

40% Teaching. 50% Research/Creative Activity 10% Service/Outreach 0% Admin

HONORS AND AWARDS

- Nominated for College of Engineering Dissertation of the Year Award, 2014.
- Best Overall Graduate Student of the School of Computing and Information Sciences Year Award, 2014.
- Microsoft and Tapia Conference Gaming Code-A-Thon First Prize: Xbox ONE (\$500.00), 2014.
- \$986.00 Tapia Conference Scholarship Award, 2014.
- \$350.00 US Dollars ACM I3D 2013 conference stipend, 2013.
- *Cum Laude* honors for Bachelor in Computer Science, 2007.
- Ph.D. GAANN Fellowship awarded by the US Department of Education, 4 years.
- McKnight Dissertation Fellowship awarded by Florida Education Fund, 4 semesters.

SECTION 2: Publications/Scholarly Record

PUBLICATIONS

Legend: CSU's graduate student publications are denoted by a **dagger** (†). CSU's undergraduate students are denoted by an **asterisk** (*). FIU's graduate student publications are denoted by a **double dagger** (‡). FIU's undergraduate students are denoted by a **star** (★). Markings are for students that have been under my supervision. Additional information about the publications is included at the end of the citation, enclosed by brackets ([]). Acceptance rate for papers are denoted by **AR**. Impact factor is denoted by **IF**. Citation count (greater than 3) is denoted by **CC**. Publications last updated: 1/14/2020.

Books

- B.1 Barreto, A., Adjouadi, M., **Ortega, F.**, and O-larnnithipong, N., *Intuitive Understanding of Kalman Filtering Using MatLab*, CRC Press, New York, NY, 2020. (Completed). In Press.

- B.2 **Ortega, F.**, Abyarjoo, F., Barreto, A., Rishe, N., and Adjouadi, M., *Interaction design for 3D user interfaces: the world of modern input devices for research, applications, and game development*. CRC Press/AK Peters, New York, NY, 2016. ISBN-13: 978-1482216943. [CC:14].

Refereed Journal Articles

- J.1 Cofino J., Barreto A., Abyarjoo F., and **Ortega, F.**, Sonically-Enhanced Tabular Screen-Reading. In *Journal on Technology & Persons with Disabilities (JTPD)*, Vol. 2, pp. 46–57, 2014. [CC: 3].
- J.2 Ren P., Barreto A., Huang J., Gao Y., **Ortega, F.**, and Adjouadi, M., Off-line and On-line Stress Detection through Processing of the Pupil Diameter Signal. In *Annals of Biomedical Engineering*, vol. 42, no. 1, pp. 162–176, 2014. [IF: 3.405, CC: 41].

Refereed Chapters in Books

- C.1 Hernandez, H., **Ortega, F.**, Reducing Video Game Creation Effort with Eberos GML2D. Chapter in *Game Development Tools* edited by Marwan Y. Ansari. AK Peters/CRC Press. New York, NY, 2011.

Refereed Proceeding/Transactions (Conferences)

- T.1 Williams, A.[†], Angelini, C.* , Kress, M.[‡], Ramos, E., D’Souza, N., Rishe, N., Medina, J*, and **Francisco R. Ortega**. Using Augmented Reality for City Planning. Human-Computer Interaction International 2020. Springer, Lecture Notes in Computer Science. In press. 2020.
- T.2 David G. McNeely-White[†], **Francisco R. Ortega**, J. Ross Beveridge, Bruce A. Draper, Rahul Bangar[†], Dhruva Patil[†], James Pustejovsky, Nikhil Krishnaswamy, Kyeongmin Rim, Jaime Ruiz, and Isaac Wang. User-Aware Shared Perception for Embodied Agents. In *2019 IEEE International Conference on Humanized Computing and Communication (HCC)*, Laguna Hills, CA, USA, 2019, pp. 46–51. doi: 10.1109/HCC46620.2019.00015.
- T.3 O-larnnithipong, N., Ratchatanantakit, N., **Ortega, F.**, and Barreto, A., Statistical Analysis of Novel and Traditional Orientation Estimates from an IMU-Instrumented Glove. In *Antona M., Stephanidis C. (eds) Universal Access in Human-Computer Interaction. Multimodality and Assistive Environments*. HCII 2019. Lecture Notes in Computer Science, vol 11573, pp. 282–299. Springer, Cham. 2019. https://doi.org/10.1007/978-3-030-23563-5_23.
- T.4 Bolivar S.* , Perez D.* , Carrasquillo A.* , Williams A.S.[†], Rishe N.D., **Ortega, F.**, 3D Interaction for Computer Science Educational VR Game. In *Antona M., Stephanidis C. (eds) Universal Access in Human-Computer Interaction. Theory, Methods and Tools. HCII 2019*. Lecture Notes in Computer Science, vol 11572, pp. 408-411. Springer, Cham. 2019 https://doi.org/10.1007/978-3-030-23560-4_30
- T.5 Tangnimitchok, S., O-larnnithipong, N., Ratchatanantakit, N., Barreto, A., **Ortega, F.**, and Rishe, N., A System for Non-Intrusive Affective Assessment in the Circumplex Model

- from Pupil Diameter and Facial Expression Monitoring in *Human-Computer Interaction. Theories, Methods, and Human Issues*, HCI 2018, Lecture Notes in Computer Science, Springer, vol 10901, pp. 465–477, 2018. [AR: 27%].
- T.6 Balcazar, R.[‡], **Ortega, F.**, Tarre, K.[‡], Barreto, A., Weiss, M., and Rishe, N., CircGR: Interactive Multi-Touch Gesture Recognition using Circular Measurements. In *Proceedings of the 2017 ACM International Conference on Interactive Surfaces and Spaces (ISS '17)*. ACM, New York, NY, USA, 2017. pp. 12-21. [AR: 26.90%, CC:3].
- T.7 **Ortega, F.**, Galvan, A.^{*}, Tarre, K.^{*}, Barreto, A., Rishe, N., Bernal, J.^{*}, Balcazar, R.[‡], and Thomas, J.^{*}, Gesture Elicitation for 3D Travel via Multi-Touch and Mid-Air Systems for Procedurally Generated Pseudo-Universe. In *2017 IEEE Symposium on 3D User Interfaces (3DUI '17)*, Los Angeles, CA, 2017, pp 144–153. [AR:32%, CC:12]
- T.8 Tangnimitchok, S., O-Larnnithipong, N., Barreto, A., **Ortega, F. R.**, and Rishe, N. D., Finding an Efficient Threshold for Fixation Detection in Eye Gaze Tracking. In *International Conference on Human-Computer Interaction, Interaction Platforms and Techniques* of the series Lecture Notes in Computer Science- Volume 9732, pp. 93–103, Springer-Verlag New York, Inc., Jul. 2016. [AR:29%].
- T.9 Abyarjoo, F., O-Larnnithipong, N., Tangnimitchok, S., Adjouadi, M., **Ortega, F.**, and Barreto, A., PostureMonitor: Real-Time IMU Wearable Technology to Foster Poise and Health. In *International Conference of Design, User Experience, and Usability* of the series Lecture Notes in Computer Science, vol. 9188, Springer International Publishing, pp 543–552, 2015. [AR:30%].
- T.10 **Ortega, F.**, Barreto, A., Rishe, N., Adjouadi, M., Abyarjoo, F., and O-Larnnithipong, N., GyroTouch: Wrist Gyroscope with a Multi-Touch Display. In *International Conference on Human-Computer Interaction*, Human-Computer Interaction: Interaction Technologies of the series Lecture Notes in Computer Science, vol. 9170, pp. 262–270, Springer International Publishing, 2015. [AR:30%].
- T.11 **Ortega, F.**, Barreto, A., Rishe, N., Adjouadi, M., and Abyarjoo, F., Multi-Touch Gesture Recognition Using Feature Extraction. In *Innovations and Advances in Computing, Informatics, Systems Sciences, Networking and Engineering* of the series Lecture Notes in Electrical Engineering, vol. 313, pp. 291–296, Springer International Publishing, 2015.
- T.12 Abyarjoo, F., Barreto, A., Cofino, J., and **Ortega, F.**, Implementing a Sensor Fusion Algorithm for 3D Orientation Detection with Inertial/Magnetic Sensors. In *Innovations and Advances in Computing, Informatics, Systems Sciences, Networking and Engineering* of the series Lecture Notes in Electrical Engineering, vol. 313, pp. 305–310, Springer International Publishing, 2015. [CC:65].
- T.13 **Ortega, F.**, Liu, S., Hernandez, F., Barreto, A., Rishe, N., and Adjouadi, M., PeNTa: Multi-Touch Modeling using Petri Nets. In *International Conference on Human-Computer Interaction*, Human-Computer Interaction: Theories, Methods, and Tools of the series Lecture Notes in Computer Science, HCI International 2014, vol 8510, pages 361–372. Springer International Publishing, June 2014. [AR:31%].
- T.14 Cofino, J., Barreto, A., Abyarjoo, F., and **Ortega, F.**, Sonifying HTML Tables for Audio-Spatially Enhanced Non-Visual Navigation. In *2013 Proceedings of IEEE SoutheastCon*, Jacksonville, FL, pp. 1–5, 2013.

- T.15 Abyarjoo, F., Barreto, A., Abyarjoo, S., **Ortega, F.**, and Cofino, J., Monitoring Human Wrist Rotation in Three Degrees of Freedom. In *2013 Proceedings of IEEE SoutheastCon*, Jacksonville, FL, pp. 1–5, 2013. [CC: 5].
- T.16 **Ortega, F.**, Barreto, A., Rische, N., and Adjouadi, M., Interaction with 3D Environments Using Multi-Touch Screens. In *Innovations and Advances in Computer, Information, Systems Sciences, and Engineering* of the series Lecture Notes in Electrical Engineering, vol. 152, pp. 381–392, CISSE. Springer, New York, 2013. [AR:41%].
- T.17 Verhoef, T., Lisetti, C., Barreto, A., **Ortega, F.**, Van der Zant, T., and Cnossen, F., Biosensing for Emotional Characterization without Word Labels. In *Human-Computer Interaction. Ambient, Ubiquitous and Intelligent Interaction, 13th International Conference, HCI International*. Lecture Notes in Computer Science, vol 5612, pp. 693–702, Springer, Berlin, Heidelberg. 2009. [AR:32%, CC:24].

Refereed Workshop Articles

- W.1 N. O-larnnithipong, N. Ratchatanantakit, S. Tangnimitchok, **F. Ortega** and A. Barreto, Hand Tracking Interface for Virtual Reality Interaction based on MARG sensors. In *2019 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), Workshop on Novel Input Devices and Interaction Techniques (NIDIT)* Osaka, Japan, 2019, pp. 1717-1722. doi: 10.1109/VR.2019.8797982
- W.2 **F. R. Ortega**, K. Tarre[‡], M. Kress[‡], A. S. Williams[†], A. B. Barreto and N. D. Rische, Selection and Manipulation Whole-Body Gesture Elicitation Study In Virtual Reality. In *2019 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), Workshop on Novel Input Devices and Interaction Techniques (NIDIT)*, Osaka, Japan, 2019, pp. 1723-1728. doi: 10.1109/VR.2019.8798105.
- W.3 Raikwar, S.[†], D’Souza, N., Rogers, C.* , Kress, M.[‡], Williams, A.[†], Rische, N., **Ortega, F.**, CubeVR: Digital Affordances for Architecture Undergraduate Education using Virtual Reality In *2019 IEEE Conference on Virtual Reality and 3D User Interfaces, Workshop on K-12 Embodied Learning through Virtual & Augmented Reality (KELVAR)*, Osaka, Japan, 2019, pp. 1623-1626. doi: 10.1109/VR.2019.8798115.
- W.4 **Ortega, F.**, Bolivar, S.* , Bernal, J.* , Galvan, A.* , Tarre, K.* , Rische, N., and Barreto, A. Towards a 3D Virtual Programming Language to Increase the Number of Women in Computer Science Education. In *2017 IEEE Virtual Reality Workshop on K-12 Embodied Learning through Virtual & Augmented Reality (KELVAR)*, Los Angeles, CA. pp. 1–6. [CC:4].
- W.5 **Ortega, F.**, Jamides, S.* , Barreto, A., and Rische, N., The Tabletop is dead. Long Live the Tabletop!. In *The Disappearing Tabletop: Social and Technical Challenges for Cross-Surface Collaboration* workshop on Interactive Surfaces and Spaces (ISS ’17). 2017. Available at: <https://thedisappearingworkshop.wordpress.com/at-the-workshop/>.
- W.6 **Ortega, F.**, Bolivar, S.* , Bernal, J.* , Galvan, A.* , Tarre, K.* , Rische, N., and Barreto, A., Towards a 3D Virtual Programming Language to Increase the Number of Women in Computer Science Education. In *2017 IEEE Virtual Reality Workshop on K-12 Embodied Learning through Virtual & Augmented Reality (KELVAR)*, Los Angeles, CA. pp. 1–6.

- W.7 **Ortega, F.**, Balcazar, R.[‡], Barreto, A., and Rische, N., Smart Learning Desk: Towards an Interactive Classroom. In *IEEE Virtual Reality 2016 Workshop on K-12 Embodied Learning through Virtual & Augmented Reality (KELVAR '16)*, Mar. 2016. Available at: <https://sites.google.com/site/vrkelvar/vr2016>.
- W.8 Wu, Y., Hernandez, F., **Ortega, F.**, Clarke, P., and France, R., Measuring the Effort for Creating and Using Domain-Specific Models. In *Proceedings of the 10th Workshop on Domain-Specific Modeling (DSM '10)*. ACM, New York, NY, USA, article 14, pages 6, 2010. [**AR:66%**, **CC:30%**].
- W.9 Hernandez, H., **Ortega, F.**, Eberos GML2D: A Graphical Domain-Specific Language for Modeling 2D Video Games. In *Proceedings of the 10th Workshop on Domain-Specific Modeling (DSM '10)*. ACM, New York, NY, USA, article 4, pages 6, 2010. [**AR:66%**, **CC:20%**].

Refereed Poster Articles

- P.1 Vieira, E. R., Estrázulas, J. A., Civitella, F., Carreno, J., D'Souza, N., Ozer, E., **Ortega, F.** (2019). Does wearing augmented-reality goggles affect older adults' kinematics during gait? The Gerontological Society of America's 71st Annual Scientific Meeting. Austin, Texas. November 13-17, 2019. *Innovation in Aging*, 3(S1), S338, <https://doi.org/10.1093/geroni/igz038.1226>.
- P.2 Johnston, D.* , Flack, J.* , Ray, I., and **Ortega, F.**, Towards a Virtual Reality Home IoT Network Visualization. In *2019 Graphics Interface - Human-Computer Interaction Track*, pp. 1-2. May, 2019.
- P.3 Angelini, C.* , Williams, A.[†], Kress, M.[‡], Vieira, E., D'Souza, N., Rische, N., Medina, J.* , **Ortega, F.**, City Planning with Augmented Reality. In *2019 Graphics Interface - Human-Computer Interaction Track*, pp. 1-2. May, 2019.
- P.4 **F. R. Ortega**, K. Tarre [‡], M. Kress[‡], A. S. Williams, A.[†], A. B. Barreto and N. D. Rische. Selection and Manipulation Whole-Body Gesture Elicitation Study In Virtual Reality. In *2019 IEEE Conference on Virtual Reality and 3D User Interfaces (VR)*, Osaka, Japan. pp. 1110-1111. doi: 10.1109/VR.2019.8798182.
- P.5 Katherine Tarre[‡], Adam S. Williams[†], Lukas Borges*, Naphtali D. Rische, Armando B. Barreto, and **Francisco R. Ortega**. 2018. Towards first person gamer modeling and the problem with game classification in user studies. In *Proceedings of the 24th ACM Symposium on Virtual Reality Software and Technology (VRST '18)*, Stephen N. Spencer (Ed.). ACM, New York, NY, USA, Article 125, 2 pages. DOI: <https://doi.org/10.1145/3281505.3281590>. 2018.
- P.6 Galvan, A.* , **Ortega, F.**, and Rische, N., Procedural Celestial Rendering for 3D Navigation. In *2017 IEEE Symposium on 3D User Interfaces (3DUI)*, Los Angeles, CA. 2017. pp. 211-212
- P.7 Calella, J.[‡], **Ortega, F.**, Rische, N., Barreto, A., and Bernal, J.* , HandMagic: Towards User Interaction with Inertial Measuring Units. In *2016 IEEE SENSORS*. Orlando, FL. 2016, pp. 1-3. [**AR:58%**].

- P.8 Vassigh, S., Elias, A., **Ortega, F.**, Davis, D., Gallardo, G., Alhaffar, H., Borges, L.* , Bernal, J.* , and Rishe, N., Integrating Building Information Modeling with Augmented Reality for Interdisciplinary Learning.” In *2016 IEEE International Symposium Mixed and Augmented Reality (ISMAR-Adjunct)*, pp. 260–261, IEEE, 2016. [CC:9].
- P.9 **Ortega, F.**, Rishe, N., and Barreto, A., TAMGeF: Touch-midAir-Motion Framework for Spatial Input. In *Proceedings of the 3rd ACM Symposium on Spatial User Interaction (SUI '15)*. ACM, New York, NY, USA, pp. 136, 2015.
- P.10 **Ortega, F.**, Barreto, A., Rishe, N., Adjouadi, M., and Liu, S., Exploring Modeling Language for Multi-Touch Systems Using Petri Nets. In *Proceedings of the 2013 ACM International Conference on Interactive Tabletops and Surfaces (ITS '13)*, ACM, New York, NY, USA. pp. 361–364. 2013. [CC: 6].
- P.11 **Ortega, F.**, Barreto, A., and Rishe, N., Augmenting Multi-Touch with Commodity Devices. In *Proceedings of the 1st Symposium on Spatial User Interaction (SUI '13)*. ACM, New York, NY, USA, p. 95. 2013.
- P.12 **Ortega, F.**, Barreto, A., Rishe, N. and Adjouadi, M., and Abyarjoo, F., Poster: Real-Time Gesture Detection for Multi-Touch Devices. In *IEEE 8th Symposium on 3D User Interfaces (3DUI '13)*, Orlando, FL, pp. 167-168. 2013.

Refereed Demo Papers

- D.1 Raikwar, A.[†], Stephens, J., **Ortega, F.**, Demo:Assessing Sports Related Concussion in Soccer Players Using Immersive VR Soccer, in *in IEEE VR and 3DUI 2020*, pp. 1–2. Atlanta, GA, USA. 2020. In press.
- D.2 Balcazar, R.[‡], **Ortega, F.**, Tarre, K.[‡], Barreto, A., Weiss, M., Rishe, N., [DEMO] CircGR: Interactive Multi-Touch Gesture Recognition using Circular Measurements, in *Proceedings of the 2017 ACM on Interactive Surfaces and Spaces (ISS '17)*. Brighton, England.

Doctoral Consortium

- Δ.1 Willams, Adam S.[†], and **Ortega, F.**, [DC] Multimodal User-Defined inputs for Optical See Through Augmented Reality Environments. in *in IEEE VR and 3DUI 2020*, pp. 1–2. Atlanta, GA, USA. 2020. In press.

Other Referred Papers

- O.1 Aazhang, B., Abler, R. T., Allebach, J. P., Bost, L. F., Cavallaro, J. R., Chong, E. K. P., Coyle, E. J., Cullers, J. B. S., Dennis, S. M., Dong, Y., Enjeti, P. N., Filippas, A. V., Froyd, J. E., Garmire, D., George, J., Gilchrist, B. E., Hohner, G. S., Hughes, W. L., Johnson, A., Kim, C., Kim, H., Klenke, R. H., Lagoudas, M. Z., Llewellyn, D. C., Lu, Y., Lybarger, K. J., Marshall, S., Muralidharan, S., Ohta, A. T., **Ortega, F. R.**, Riskin, E. A., Rizzo, D. M., Ryder, C. R., Shiroma, W. A., Siller, T. J., Sonnenberg-Klein, J., Sadjadi, S. M., Strachan, S. M., Taheri, M., Woods, G. L., Zoltowski, C. B., Fabien, B. C., Johnson, P., Collins, R., and Murray, P. Vertically Integrated Projects (VIP) Programs: Multidisciplinary Projects

with Homes in Any Discipline In *2017 ASEE Annual Conference & Exposition*, Columbus, Ohio, June, 2017. <https://peer.asee.org/29103>.

Invited Papers

- I.1 Bolivar, S.^{*}, Perez, D., Carrasquillo, A., Willams, Adam S.[†], Rishe, N., and **Ortega, F.**, 3D Interaction for Computer Science Educational VR Game. In *Universal Access in Human-Computer Interaction. Virtual, Augmented, and Intelligent Environments*. UAHCI 2019. Orlando, FL. 2019. In press.
- I.2 O-larnnithipong, N. Barreto, A., Ratchatanantakit, N., Tangnimitchok, S., and **Ortega, F.**, Real-Time Implementation of Orientation Correction Algorithm for 3D Hand Motion Tracking Interface. In *Universal Access in Human-Computer Interaction. Methods, Technologies, and Users*. UAHCI 2018. Lecture Notes in Computer Science, Springer, vol 10907, pp. 228–242. Invited session: Spatial User Interaction Beyond the Mouse, Las Vegas, NV, 2018.
- I.3 Bolivar, S.^{*}, **Ortega, F.**, Zock-Obregon, M.^{*}, and Rishe, N., 3D Spatial Gaming Interaction to Broad CS Participation. In *Universal Access in Human-Computer Interaction. Virtual, Augmented, and Intelligent Environments*. UAHCI 2018. Lecture Notes in Computer Science, Springer, vol 10908, pp. 39–47. Invited session: Spatial User Interaction Beyond the Mouse, Las Vegas, NV, 2018.
- I.4 Torres, N.[‡], **Ortega, F.**, Bernal, J.^{*}, Barreto, A., and Rishe, N., Towards Multi-Modal Interaction with Interactive Paint . In *Universal Access in Human-Computer Interaction. Virtual, Augmented, and Intelligent Environments*. UAHCI 2018. Lecture Notes in Computer Science, Springer, vol 10907, pp. 299–308. Invited session: Spatial User Interaction Beyond the Mouse, Las Vegas, NV, 2018.
- I.5 Vassigh, S., **Ortega, F.**, Barreto, A., Tarre, K.[‡], and Maldonado, J., Use of 3D Human-Computer Interaction for Teaching in the Architectural , Engineering and Construction Fields. In *Universal Access in Human-Computer Interaction. Virtual, Augmented, and Intelligent Environments*. UAHCI 2018. Lecture Notes in Computer Science, Springer, vol 10908, pp. 149–159. Invited session: Spatial User Interaction Beyond the Mouse, Las Vegas, NV, 2018.

Article Under Review

- R.1 Willaims, A.[†], Garcia, J.[†], and **Ortega, F.**. Understanding Multi-Modal User Gesture and Speech Behavior in Augmented Reality Environments. In *in IEEE VR and 3DUI 2020*, pp. 1–8. Atlanta, GA, USA. 2020. Awaiting decision.
- R.2 Gaddy, V.[†] and **Ortega, F.**. Exploring the Importance of Belonging for Computer Science Enrollment. In *in IEEE VR and 3DUI 2020*, pp. 1–2. Atlanta, GA, USA. 2020. Awaiting decision.
- R.3 Gaddy, V.[†] and **Ortega, F.**. Exploring the Importance of Belonging for Computer Science Enrollment. In *in IEEE VR and 3DUI 2020*, pp. 1–2. Atlanta, GA, USA. 2020. Awaiting decision.

- R.4 Borhani, Z.[†] and **Ortega, F.**. She is NOT as Good as Him: Using Gender Swap in Virtual Reality for Increasing Empathy. In *IEEE VR and 3DUI 2020*, pp. 1–2. Atlanta, GA, USA. 2020. Awaiting decision.
- R.5 Raikwar, A.[†], Stephens, J., **Ortega, F.**, Assessing Sports Related Concussion in Soccer Players Using Immersive VR Soccer, in *IEEE VR and 3DUI 2020*, pp. 1–2. Atlanta, GA, USA. 2020. In press. Awaiting decision.

Non-Refereed Articles

- N.1 **Ortega, F.**, Barreto, A., Rische, N., and Adjouadi, M., Towards 3D Data Environments Using Multi-Touch Screens. In *ACHI 2012: The Fifth International Conference on Advances in Computer-Human Interactions*, pp. 118–121, 2012.
- N.2 **Ortega, F.**, Barreto, A., Rische, N., Adjouadi, M., and Abyarjoo, F., GyroTouch: Complementing the Multi-Touch Display. In *ACM Richard Tapia Celebration of Diversity in Computing*, 2014.
- N.3 Cofino, J., Barreto, A., Abyarjoo, F., and **Ortega, F.**, B.A.S.S. Blind-Assistive Spatialized Screen-reading. In *ACM Richard Tapia Celebration of Diversity in Computing*, 2014.

Dissertations

- Z.1 **Ortega, F.**. 3D navigation with six degrees-of-freedom using a multi-touch display. Ph.D. Dissertation. Florida International University. December 2014.

CONTRACTS & GRANTS

Externally-Funded Projects as PI

- F.1 PI: “CRII: CHS: Understanding Gesture User Behavior in Augmented Reality Headsets.” \$175,000. NSF CRII NSF 19-579. 2019. Submitted: 08/14/2019. Status: Awarded.
- F.2 PI: “CCRI: Planning: Collaborative Research: Low-Latency for Augmented Reality Interactive Systems (LLARIS).” \$100,000. NSF 19-512 CCRI. Collaborative proposal between CSU, Tennessee Tech, and University of Nebraska Omaha. Submitted: 01/09/2020.
- F.3 PI: “Fused Augmented Realities with Synthetic Vision (FAR/SV) Systems for Ground Forces VR Rehab, Inc.”, \$283,000. ONR subAward via VRR. 07/23/2019 – 04/30/2023. Status: Active.
- F.4 PI: “NIH-NIDA SUD Challenge – BioBrace VR: Bio-Interactive Device with Personalized Avatar Therapy for SUD”. \$10,000. Awarded to BioMagic VR, Inc. (spawn from FIU) in preparation for STTR/SBIR. Status: Completed.
- F.5 PI: “NSF SBIR Phase IIA: 2.5D Extensions to Braille-based User Interaction”. Polymer Braille Inc. \$105,000. Award AWD00000006592, Project No: 800007091. May-18-2016. (Sub-Award). 04/18/16–04/17/17. Status: Completed.

Externally-Funded Projects as coPI

- F.5 co-PI “FW-HTF-P: Optimizing Long-Term Human Performance in Future Work.”, \$150,000. NSF, BCS 1928502. Program: Future of Work at the Human-Technology Frontier. Allocation funds to Computer Science Department: 80%, including 1 GRA for 3-4 semesters, supplies, and faculty effort. PI: Benjamin Clegg, Psychology, CSU. 09/01/2019 – 08/31/2020. Status: Active.
- F.6 co-PI “Communication through Gestures, Expression, and Shared Perception.” CWC DARPA Award via DOD-ARMY. co-PI as of Fall 2019. \$2,133,844. 07/31/2015 - 07/30/2020. PI: J. Ross Beveridge, Computer Science, CSU. Status: Active.
- F.7 co-PI: Florida Center for Cybersecurity (FC²), University of South Florida. “Using a Cyberlearning Environment to Enhance Critical Cybersecurity Education”. \$100,000. 2017. PI: Peter Clarke, Computer Science, FIU. Status: Completed.

Externally-Funded Projects as Investigator or role other than PI or coPI

- F.8 I: “Post-Occupancy Engagement: Exploring Augmented Reality Technology as a Tool for Assessing and Enhancing Effectiveness of Building Design Strategies.” \$9,989. Awarded by American Society of Interior Designers (ASID). PI: Leah Scolere, Interior Design, CSU. 10/10/2019 – 07/01/2020. PI: Leah Scolere, Interior Design, CSU. Use of funds: 50% of award will be used for a Computer Science student. Status: Active.
- F.9 I: “Florida Consortium of Metropolitan Research Universities, Summer Grant”. \$3,000. 2016.
- F.10 I: “IUCRU CAKE additional membership fees from OverIT (Italian-based company)”. \$3,000. June, 2016.
- F.11 I: “IUCRU CAKE membership fees from OverIT (Italian-based company)”. \$5,000. June, 2016.
- F.12 I: “IUCRU CAKE membership fees from Polymer Braille Inc”. \$5,000, June, 2016.

Externally-Funded Gifts or Donations

- G.1 Boettcher Foundation, \$500.00 gift to Francisco R. Ortega for Virtual Reality Soccer for Concussions. 2019.

Externally-Funded Pending Projects as PI

- W.1 PI: “CHS: Small: Understanding Gesture and Speech User Behavior in Augmented Reality.” \$498,292. NSF 19-589 IIS CHS. Submitted: 11/13/2019.

Internally-Funded Awards

- R.1 I: “Development of VR Applications for Education and Training”. \$18,117. Awarded by Provost Miranda, Digital Learning Initiative. 01/07/2020 – 06/30/2021. PI: Pedro Boscan, Veterinary School, CSU. Status: Active.

- R.2 I: "Support for Veterinary VR Application", \$24,000. Awarded by College of Veterinary Medicine & Biomedical Sciences (CVMBBS) IT governance. Partial salary for VR Developer. 2019. PI: Pedro Boscan, Veterinary School, CSU. Status: Active.
- R.3 PI: CSU Graduate School. Student Recruitment Mini-Grant. "UTEP Recruitment to CSU"\$500. Awarded Nov, 2019.
- R.4 PI: OVPR Special Research Award. \$26,644. Awarded Nov, 2019.
- R.5 CSU Cybersecurity Center. Created a course, Introduction to Digital Forensics. One month salary for. \$12,000 (including fringe). Summer 2019.
- R.6 PI: CSU Graduate School. Student Recruitment Mini-Grant. "FIU Recruitment to CSU"\$500. Awarded Nov, 2018.
- R.7 I: FIU. Miami-Dade Age-Friendly Mini-Grant 2018. \$2,500. Awarded Aug, 2018.

Internally-Funded Pending Awards

- P.1 CSU's graduate school. \$1000 Mentoring Funding Initiatives.

TALKS

Invited Talks

- Ω.1 **Ortega, F.**, "The Future of Interactive Computing." At *Fort Collins Museum of Discovery*. Invited by Mrs. Shannon Quist and Mr. Ben Gondrez. December 12, 2019.
- Ω.2 **Ortega, F.**, "Gesture Elicitation and Recognition." At *Universidad de los Andes*, Invited by Dr. Pablo Figueroa, Associate Professor. September 6, 2019.
- Ω.3 **Ortega, F.**, "Opportunities at Colorado State University for Undergraduate and Master Students." At *Florida International University*, Invited by Dr. Ram Iyengar, Director, FIU SCIS. October 12,2018.
- Ω.4 **Ortega, F.**, "How to Prepare for a Job in Academia and Opportunities at Colorado State University." At *Florida International University*, Invited by Dr. Ram Iyengar, Director, FIU SCIS. October 12,2018.
- Ω.5 **Ortega, F.**, "Cyber Security – Methods and Latest Attacks." At *Universidad Tecnologica de Honduras*, Invited by Ruben Fernandez, July 28, 2018 (Remote via Skype).
- Ω.6 **Ortega, F.**, "Towards 3D navigation Using Multi-Touch Displays." At *University of Florida (Computer Science)*. Invited by Dr. Lisa Anthony. Gainesville, FL, 2015.
- Ω.7 **Ortega, F.**, "Towards 3D Navigation using Multi-Touch." In *McKnight Yearly Fellowship Meeting*, Tampa, FL, 2014.
- Ω.8 **Ortega, F.**, "Feature Extraction for Multi-Touch." In *McKnight Fellowship* at FIU, Miami, FL, January 23rd, 2014.

- Ω.9 **Ortega, F.**, “3D Navigation with Commodity Devices and the Formalization of Multi-Touch Language.” At *University of Leeds*, Colloquium Friday Series. Invited by Dr. Roy Ruddle. Leeds, England, October 18, 2013.
- Ω.10 **Ortega, F.**, “Motivating Young Minds: Computer Science and Human-Computer Interaction.” Guest for Career Day at W.R Thomas Middle School, Miami, FL, 13001 SW 26 Street, MIAMI, FL 33175, May 2nd, 2012.

Invited Panels

- Ω.11 Williams, T., Moon, D., Paulius, D., **Ortega, F.** (discussants), and Simmonds, D. (discussant), “A Glimpse at the Intelligent Robots of Tomorrow” in *McKnight Mid-Year Research & Writing Conference*, Tampa, FL. Feb 25, 2017.

Conference Talks (Refereed)

- Ω.12 **Ortega, F.**, “Multi-modal Interaction: Gesture+Speech.” At *2019 CMD-IT Academic Career Workshop*, Houston, TX. May 16, 2019.
- Ω.13 **Ortega, F.**, “Selection and Manipulation Whole-Body Gesture Elicitation Study In Virtual Reality.” At *2019 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), Workshop on Novel Input Devices and Interaction Techniques (NIDIT)*, Osaka, Japan, 2019. March 24, 2019.
- Ω.14 **Ortega, F.**, “CubeVR: Digital Affordances for Architecture Undergraduate Education using Virtual Reality.” At *2019 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), Workshop on Novel Input Devices and Interaction Techniques (NIDIT)*, Osaka, Japan, 2019. March 23, 2019.
- Ω.15 **Ortega, F.**, “Hand Tracking Interface for Virtual Reality Interaction based on MARG sensors.” At *2019 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), Workshop on Novel Input Devices and Interaction Techniques (NIDIT)*, Osaka, Japan, 2019. March 24, 2019.
- Ω.16 **Ortega, F.**, “Towards Multi-Modal Interaction with Interactive Paint.” In *2018 HCI-International*. Invited session: Spatial User Interaction Beyond the Mouse, Las Vegas, NV, 2018.
- Ω.17 **Ortega, F.**, “The Tabletop is dead. Long Live the Tabletop!”. In *The Disappearing Tabletop: Social and Technical Challenges for Cross-Surface Collaboration* workshop on Interactive Surfaces and Spaces (ISS '17). Brighton, United Kingdom. 2017.
- Ω.18 **Ortega, F.** and Tarre, K., “Gesture Elicitation for 3D Travel via Multi-Touch and Mid-Air Systems for Procedurally Generated Pseudo-Universe.” In *2017 IEEE Symposium on 3D User Interfaces (3DUI)*, Los Angeles, CA, March, 2017.
- Ω.19 **Ortega, F.**, “Towards a 3D Virtual Programming Language to Increase the Number of Women in Computer Science Education.” In *2017 IEEE Virtual Reality Workshop on K-12 Embodied Learning through Virtual & Augmented Reality (KELVAR)*, Los Angeles, CA, March 2017.

- Ω.20 **Ortega, F.**, “Smart Learning Desk: Towards an Interactive Classroom.” In *IEEE Virtual Reality 2016 Workshop on K-12 Embodied Learning through Virtual & Augmented Reality*, Greenville, SC, March 19, 2016.
- Ω.21 **Ortega, F.**, “GyroTouch: Wrist Gyroscope with a Multi-Touch Display.” In *HCI International 2015*, Los Angeles, CA, August, 2015.
- Ω.22 **Ortega, F.**, “PeNTa: Formal Modeling for Multi-Touch Systems Using Petri Nets.” In *HCI International 2014*. Crete, Greece, June, 2014.

Poster Fast-Forwards Talks (Refereed)

- Ω.23 **Ortega, F.**, “Selection and Manipulation Whole-Body Gesture Elicitation Study In Virtual Reality.” In *2019 IEEE Conference on Virtual Reality and 3D User Interfaces (VR)*, Osaka, Japan. March, 2019.
- Ω.24 **Ortega, F.**, “Towards first person gamer modeling and the problem with game classification in user studies.” In *Virtual Reality Software and Technology (VRST '18)*. Poster demonstration only (no fast-forward talk). Tokyo, Japan, Nov. 29, 2018.
- Ω.25 **Ortega, F.**, “PostureMonitor: Real-Time IMU Wearable Technology to Foster Poise and Health.” In *HCI International 2015*. Los Angeles, CA, Aug. 2015. [CC:4].
- Ω.26 **Ortega, F.**, “TAMGeF: Touch-midAir-Motion Framework for Spatial Input.” In *ACM Symposium on Spatial User Interaction*, (fast forward). Los Angeles, CA, Aug. 2015.
- Ω.27 **Ortega, F.**, Poster Presentation. “Exploring Modeling Language for Multi-Touch Systems Using Petri Nets.” In *ACM Interactive Tabletop and Surfaces (ITS '13)*, St. Andrew, Scotland. 2013.
- Ω.28 **Ortega, F.**, Poster Presentation and Fast-Forward, “Augmenting Multi-Touch with Commodity Devices.” In *CM Symposium on Spatial User Interaction (SUI '13)*, Los Angeles, CA, 2013.
- Ω.29 **Ortega, F.**, Poster Presentation and Fast Forward, “Poster: Real-Time Gesture Detection for Multi-Touch Devices.” In *IEEE 8th Symposium on 3D User Interfaces (3DUI '13)*, Orlando, FL, Mar. 16th, 2013.

Research Demonstrations (Refereed)

- Ω.30 Raikwar, S.[†] and **Ortega, F.**, “Demo: Assessing Sports Related Concussion in Soccer Players Using Immersive VR Soccer.” At in *IEEE VR and 3DUI 2020*, Atlanta, GA, USA. 2020. March, 2020. Upcoming.
- Ω.31 **Ortega, F.**, “[DEMO] CircGR: Interactive Multi-Touch Gesture Recognition using Circular Measurements”. Demonstrated Demo in *Interactive Surfaces and Spaces (ISS '17)*. Brighton, England. 2017.

Research Demonstrations (Invited)

- Ω.32 **Ortega, F.**, Game Changers: NUILAB’s Virtual and Augmented Reality Demos. In *Fort Collins Museum of Discovery*. November, 3, 2019.
- Ω.33 Williams, A. and **Ortega, F.**, Dual NUILAB Presentation with Demo. In *Fort Collins Museum of Discovery*. December 12, 2019.
- Ω.34 Boettcher Foundation Trustees Learning Track VR/AR Research Demo. Hosted by Colorado State University. September 6, 2019.
- Ω.35 **Ortega, F.**, Boettcher Foundation VR/AR Presentation. Hosted by OVPR in the Richardson Design Center, CSU. June 7, 2019.
- Ω.36 NUILAB. MST Day. In *Colorado State University*. October 3, 2019.
- Ω.37 Williams, A. and **Ortega, F.**, Dual NUILAB Presentation with Demo. In *Fort Collins Museum of Discovery*. December 12, 2019.
- Ω.38 NUILAB. MST Day. In *Colorado State University*. October 11, 2018.

Internal Departmental, Guest Lectures, and University-Wide Talks

- Ω.37 **Ortega, F.**, Virtual and Augmented Reality talk for Girls Who Code, CSU. Invited by Ariana Mims. December 2, 2019.
- Ω.38 **Ortega, F.**, Guest Lecture: Augmented Reality and Networking. Invited by Dr. Joe Gersch. CS 457. October 3, 2019.
- Ω.39 **Ortega, F.**, “Gestures and Multi-Modality, Natural User Interaction Lab”. CS Faculty Rapid-Fire Presentations of Current Research. September 30, 2019.
- Ω.40 **Ortega, F.**, “Gestures and Multi-Modality.” At *Computer Science Department*. BMAC Rapid Talk. Hosted by Louis-Noel Pouchet. September 9, 2019.
- Ω.41 **Ortega, F.**, “Immersive User Interfaces: Driving with Augmented Reality.” At *Energy Institute, Colorado State University*. Presentation for Colorado Department of Transportation (CDOT). Invited by Dr. Bradley Thomas, Associate Professor in Mechanical Engineering, CSU. January 30, 2019.
- Ω.42 **Ortega, F.**, ChoseCSU Presentation about Human-Computer Interaction. April 6, 2019.
- Ω.43 **Ortega, F.**, ChoseCSU Presentation about Human-Centered Computing. February 2, 2019.
- Ω.44 **Ortega, F.**, “Gesture User Interfaces: Towards the Invisible Computer in 10 Minutes”, in *ISTEC*. 10-minute presentation. Oct. 3, 2018.
- Ω.45 **Ortega, F.**, “Gesture User Interfaces: Towards the Invisible Computer – Rapid Talk”, in *Rapid Talk, Graduate Degree in CSU*, Computer Science Department, CSU. Nov. 7, 2018.
- Ω.46 **Ortega, F.**, “Gesture User Interfaces: Towards the Invisible Computer”, in *Graduate Seminar Talk*, Computer Science Department,, CSU. Sept. 11, 2018.

- Ω.47 **Ortega, F.**, “Gesture User Interfaces: Towards the Invisible Computer!”, in *Freshmen Seminar Talk CS CSU*, Sept. 11, 2018.
- Ω.48 **Ortega, F.**, “3D Navigation via 2D Multi Touch Surfaces.” In *FIU CS PhD Student Seminars*, Miami, FL, Apr. 12th, 2012.
- Ω.49 **Ortega, F.**, “Looking Ahead: A Case for 3D User Interfaces.” Guest Speaker for Florida International University, Software Engineering Course, Miami, FL, Mar. 27th, 2012.
- Ω.50 **Ortega, F.**, “Natural User Interfaces in 3D Navigation.” Guest Speaker Florida International University for Computer Graphics, Miami, FL., Feb. 26th, 2012.

RESEARCH INTERESTS

My research interests include Human-Computer Interaction, Gesture Elicitation, Gesture Recognition, 3D User Interfaces, 3D Navigation, 3D Interaction, Multi-Modal Interaction, and Input Technologies, and Virtual Environments.

Additional interests include the areas of Augmented Reality, Virtual Reality, Affective Computing, Computer Graphics, Software Design, Networking, Cyber Security, and Machine Learning.

RESEARCH PROJECTS

- Gestures. (Spring 2015 – Present).
- Elicitation, Interaction, and Recognition of Unimodal and Multi-Modal (Gesture + Speech + X), (Fall 2018 – Present).
- Collaborative Augmented Reality (Fall 2019 – Present).
- Adaptive Learning with Augmented Reality (Fall 2019 – Present).
- Network Considerations for Augmented Reality (Fall 2019 – Present).
- Augmented Reality Interactive Tools and Techniques (Summer 2019 – Present)/
- Domain-Specific Applications: Virtual Reality for Soccer Concussions and Augmented Reality for Natural Gas and Oil pipes (Spring 2019 – Present).
- 3D Navigation: User Studies and Gesture Elicitation, (Spring 2012 – Present).
- CS Education: Increase Interest of non-CS Women using Virtual and Augmented Reality games and education tools, (Spring 2017 – Present).
- Multi-Touch Interaction and Input Techniques for 3D User Interfaces, (Spring 2011 – Present).
- Interactive Gesture Recognition: A Circular Fashion, (Spring 2014 – Summer 2018).
- Modeling Users for 3D User Interfaces, (Spring 2017 – Fall 2018).
- Motion + BioSensors for User Interaction, (Fall 2016 – Summer 2018).
- PeNTa: Formal Modeling for Multi-Touch Systems Using Petri Net, (Spring 2013 – Spring 2015).

INTERDISCIPLINARY SCHOLARSHIP

- I'm currently part of CSU's Human-Factors group. This group brings Psychology, Business, and Computer Science together. We concentrate on improving human-decision making, in particular under uncertain conditions. The primary source of funding for this group has been the Office of Naval Research.
- I'm part of of an interdisciplinary group that includes Jaclyn Stephens (Occupational Therapy) and Dan Graham (Psychology, health promotion) working on Virtual Reality Soccer/Sports.
- I'm part of an interdisciplinary group made of Psychology and Computer Science faculty that work on women's issues and increasing the number of under-represented minorities in Computer Science.

PATENTS

AWARDED PATENTS

- II.1 **Francisco Ortega**, Jules Calella, Naphtali Rische, S.S. Iyengar. Three Dimensional Touch Conductive Fabric. Publication No. US20190391683A1. Application No. 16015801. Filed: June 22, 2018. Publication Date: December 26, 2019. FIU-IP-1744.
- II.2 **Ortega, F.**, Rische, N., and Barreto, A., Gesture Discernment and Processing System. Patent No.: US 9,886,190 B2. Date of Patent: Feb. 6, 2018. US Utility Patent filed November 28th, 2014, USPS Application Number 20160091977, publication date March 31st, 2016.
- II.3 Barreto, A., Rische, N., **Ortega, F.**, O-Larnnithipong, N., VRT: Virtual Round Table. Patent No.: US 9,900,555 B1, Date of Patent: Feb. 20, 2018. Disclosed to FIU, January, 2017.

APPLICATIONS & DISCLOSURES

- A.1 Raikwar, A. (40%), **Ortega, F.** (30%), Stephens, J. (40%). Title: Virtual Reality Soccer for Evaluating Return-to-Play Readiness in Athletes with Concussion. Disclosure: 10/21/2019
- A.2 Stephens, J. (40%), **Ortega, F.** (30%), Malott, A. (15%), and Youseff, K. Colorado State University. Invention Id: INV19-060. Title: Virtual Reality for Sports-Related Concussion Evaluation. Disclosure approved: 3/14/2019.
- A.3 Flack, J. (49%), Johnston, D. (49%), **Ortega, F.** (1%), and Ray, Indrakshi (1%). Disclosure: 12/5/2018. Submitted: 5/7/2019. Title: HomeFlow: Using Dynamic Visualization of Home IoT Traffic to Intuitively Understand and Defend Home Networks.
- A.4 **Ortega, F.**, Rische, N., and Barreto, A., MagicMotion. Disclosed to FIU, May, 2016. Current Status: Approved by FIU for application submission.

SECTION 3: Evidence of Teaching and Advising Effectiveness

TEACHING

Curriculum Development

I have developed two courses in the area of Human-Computer Interaction. This includes one graduate course (CS 567, 3D User Interfaces) and cross-listed undergraduate course (3xx, Mixed Reality Design). I also provided a series of changes for the human-centered computing (HCC) concentration for undergraduate students. In addition, I'm currently modifying the existing human-centered computing course (CS 464) to allow online students.

Proposed Courses

Proposed: Fall 2018	CS 569	3D User Interfaces
Status: approved	4 credits	Graduate
Proposed: Fall 2019	CS 310H/IDEA 310H	Mixed Reality Design
Status: NS curriculum cmte.	3 credits	Undergraduate

Courses: Colorado State University

Spring 2020	CS 793	Research Seminar in Computer Science
	4 Credits	Enrollment: 1 – Graduate Research Course
	Student(s)	Richard Gacia and Vidya Gaddy
Spring 2020	CS 464	Principles of Human-Computer Interaction
	4 Credits	Enrollment: 65 – Undergraduate Capstone
Fall 2019	CS 567	3D User Interfaces
	4 Credits	Enrollment: 15 (in-class) and 7 (online) – Graduate Course
Fall 2019	CS 799	Research Seminar in Computer Science
	1 Credit	Enrollment: 1 – Doctoral Dissertation
	Student(s)	Adam Williams
Fall 2019	CS 699	Research Seminar in Computer Science
	9,5 Credits	Enrollment: 2 – Graduate Master Thesis
	Student(s)	Aditya Raikwar (9) and Zahra Faeze Borhani (5)
Fall 2019	CS 498	Research Credits
	2 Credit	Enrollment: 1 – Undergraduate Research Student
	Student(s)	Domenick Mifsud
Spring 2019	CS 699	Research Seminar in Computer Science
	5 Credits	Enrollment: 1 – Graduate Master Thesis
	Student(s)	Aditya Raikwar
Fall 2019	CS 793	Research Seminar in Computer Science
	4 Credits	Enrollment: 1 – Graduate Research Course
	Student(s)	Student: Jason Garcia
Summer 2019	CS 498	Research Credits
	1 Credit	Enrollment: 1 – Undergraduate Research Student
	Student(s)	Elinor Nethery
Spring 2019	CS 498	Research Credits

	1 Credit	Enrollment: 1 – Undergraduate Research Student
	Student(s)	Vidya Gaddy
Spring 2019	CS 793	Research Seminar in Computer Science
	4 Credits	Enrollment: 3 – Graduate Research Course
	Student(s)	Students: Aditya Raikwar, Adam Williams, and Zahra Faeze Borhani
Spring 2019	CS 464	Principles of Human-Computer Interaction
	4 Credits	Enrollment: 47 – Undergraduate Capstone
Fall 2018	CS 457	Computer Networks and the Internet
	4 Credits	Enrollment: 56 (in-class) and 4 (online) – Undergraduate Elective
Fall 2018	CS 793	Research Seminar in Computer Science
	4 Credits	Enrollment: 1 – Graduate Research Course
	Student(s)	Adam Williams
Fall 2018	CS 295	Independent Study
	1 Credit	Enrollment: 1 – Undergraduate Student
	Student(s)	EJ Lee

Courses: Florida International University

- **Supervised Research Instructor.** CIS 5910: Summer 2018 (one student), Spring 2018 (three students), Fall 2018 (one student), Summer 2017 (three students).
- **Instructor.** CNT 4713 – Net-Centric Computing: Summer 2018 (online), Spring 2018 (three sections, one of them online), Spring 2017 (two sections).
- **Instructor.** COP 4005 – Windows Programming for IT: Spring 2018 (online).
- **Instructor.** IDS 3917 (Junior), IDS 4818 (Senior) – Vertically Integrated Projects (Capstone): Spring 2018, Fall 2017, Summer 2017, Spring 2017, Fall 2016.
- **Instructor.** IDS 2917 (Sophomore) - Vertically Integrated Projects: Spring 2018.
- **Instructor.** COP 4610 – Operating System Principles: Fall 2017, Fall 2016 (two sections).
- **Instructor.** COP 5725 – Principles of RDBMS (graduate): Fall 2017, Spring 2016 (co-instructor).
- **Instructor.** COP 4338 – Programming III (C language): Summer 2017, Summer 2016, Summer 2015 (C/C++), Spring 2015
- **Instructor.** COP 3337 – Programming II (Java): Summer 2017.
- **Instructor.** IDS 5993 - Vertically Integrated Projects Graduate: Spring 2017.
- **Instructor.** ECE 6803 – Advanced Digital Forensics (graduate): Spring 2017 (FEEDS online only), Spring 2016, Spring 2015.
- **Instructor.** ECE 4802 – Digital Forensics: Spring 2017 (FEEDS online and class), Spring 2016, Spring 2015.
- **Instructor.** COP 4610 – Operating System Principles (two sections): Fall 2016.
- **Instructor.** CNT 5416 – Practical Applied Security (graduate): Fall 2016.

- **Instructor.** TCN-6430 – Network Management and Control Standards (graduate). Fall 2016.
- **Instructor.** COP 4813 – Web Application Programming: Fall 2015 (ASP.NET C#), Spring 2016 (node.js).
- **Instructor.** ECE 6803 – Advanced Digital Forensics (graduate – fully online): Summer 2017, Summer 2016, Summer 2015.
- **Instructor.** EEL 5807 – Advanced Ethical Hacking (graduate – feeds online): Summer 2016, Summer 2015.
- **Instructor.** CGS 4854 – Website Management and Construction: Summer 2012 (Java).
- **Teaching Assistant.** COP 2210L – Programming I (Java): Spring 2012, Fall 2011, Summer 2011, Spring 2011, Fall 2010, Summer 2010.
- **Teaching Assistant.** CGS 2060L – Introduction to Microcomputers: Spring 2010.
- **Teaching Assistant.** CAP 5602 – Introduction to Artificial Intelligence: Spring 2009.

TEACHING AREAS

Beyond my area of expertise, I'm prepared to teach the majority of Computer Science Courses at undergraduate and graduate level, including: Human-Computer Interaction, 3D User Interfaces, Virtual and Augmented Reality, Operating Systems, Databases, Programming, Data Structures, Fundamentals, Networking, Cyber Security, Software Engineering, and Capstone projects, among others.

STUDENT ADVISING

Graduate Students Summary – CSU

- Current Graduate Advisees:
 - ◇ Adam Williams (Ph.D.), Richard Rodriguez (Ph.D.), Aditya Raikwar (M.S.), Zahra Faeze Borhani (M.S.), Jason Garcia (M.S.), Vidya Gaddy (M.S.), Rahul Bangar (M.S.) co-advised with Ross Beveridge, and Heting (Jane) Wang co-advised with Ross Beveridge.
 - ◇ Total: 6 + 2 co-advised = 8.
- Current Graduate Committee Memberships (excluding those chaired):
 - ◇ Mitra Saptashwa (Advisor: Sangmi Pallickara).
 - ◇ Paras Qadir Memon (Advisor: Chuck Anderson).
 - ◇ Mathew Dragan (Advisor: J. Ross Beveridge).
 - ◇ Joseph Strout (Advisor: J. Ross Beveridge).
 - ◇ Total: 4.
- Former Graduate Committee Memberships (excluding those chaired):

- ◇ Shiyang Wu (Advisor: J. Ross Beveridge).
- ◇ Total: 1.
- Former Research Intern Advisees:
 - ◇ Lucas Plabst (Germany). Fall 2019.
 - ◇ Prashast Sharma (India). Summer 2019.
 - ◇ Eric Ridd (Florida). Summer 2019.
 - ◇ Total (2019): 3

Ph.D. Directed Research

- Σ.1 Adam Williams, Ph.D. student. Computer Science, CSU. Fall 2018 – Present. All courses completed. He will take Research Exam Spring 2020.
- Σ.2 Richard Rodriguez, Ph.D. student. Computer Science, CSU. Spring 2020 – Present. Completed M.S. at FIU.

Master Thesis Directed Research

- Σ.3 Aditya Raikwar, M.S. candidate. Computer Science, CSU. Fall 2018 – Present.
- Σ.4 Zahra Faeze Borhani, M.S. candidate. Computer Science, CSU. Spring 2019 – Present.
- Σ.5 Jason Garcia, M.S. candidate. Computer Science, CSU. Fall 2019 – Present.
- Σ.6 Vidya Gaddy, M.S. candidate. Computer Science, CSU. Fall 2019 – Present.
- Σ.7 Rahul Bangar (M.S.) co-advised with Ross Beveridge.
- Σ.8 Heting (Jane) Wang co-advised with Ross Beveridge.

Committee Member

- E.1 Mitra Saptashwa, Ph.D. student. Computer Science, CSU. Advisor: Sangmi Pallickara. Fall 2018 – Present.
- E.2 Paras Qadir Memon, Ph.D. student. Computer Science, CSU. Advisor: Chuck Anderson. Spring 2019 – Present.
- E.3 Mathew Dragan, M.S. student, Computer Science, CSU. Advisor: J. Ross Beveridge. Spring 2019 – Present.
- E.4 Joseph Strout, M.S. student, Computer Science, CSU. Advisor: J. Ross Beveridge. Fall 2019 – Present.
- E.5 Shiyang Wu, M.S. student, ECE. Advisor: J. Ross Beveridge. Fall 2019 – Spring 2019. Graduated.

Committee Member (Former)

- F.1 Shiyang Wu, M.S. student, ECE. Advisor: J. Ross Beverdige. Fall 2019 – Spring 2019. Graduated.

Directed Undergraduate Research

- μ .1 Kellyn Dassler. Computer Science (B.S.). CSU. Fall 2018 – Present. (Working on Honor's thesis)
- μ .2 Dominique Misfud. Computer Science (B.S.). CSU. Spring 2019 – Present.
- μ .3 Alex Karduna. Computer Science (B.S.). CSU. Fall 2019 – Present.
- μ .4 Fidel Hernandez. Computer Science (B.S.). FIU. Summer 2018 – Present.

Former Directed Master Research (non-Thesis)

- Φ .1 Fernando De Zayas, M.S., Computer Science, Fall 2017 – Fall 2019.
- Φ .2 Mathew Kress. Computer Engineering (M.S.). FIU. Fall 2016 – Fall 2018. Now at HELM Systems (creators of SoulKeeper VR).
- Φ .3 Jules Calella. Electrical Engineering (M.S.). FIU. Fall 2016 – Spring 2018. Now at Microsoft Embedded. First Job: BioMagic VR as Embedded Engineer.
- Φ .4 Ruben Balcazar. Computer Science (M.S.). FIU. Summer 2015 – Fall 2017. First job: Ultimate Software as Software Developer.

Former Directed Undergraduate Research

- Ψ .1 Ariana Mims. Computer Science (B.S.). CSU. Fall 2018 – Spring 2019. Now with Dr. Indrakshi Ray, IOT lab.
- Ψ .2 Catherine Angelini. Computer Science (B.S.). FIU. Spring 2018– Spring 2019. Now with Microsoft (recurring Internship).
- Ψ .3 Diana Ugalde. Psychology (B.S.). FIU. Fall 2018 – Summer 2019. Now at FIU, Ph.D. in Psychology.
- Ψ .4 Amanda Fernandez. Computer Science (B.S.). FIU. Fall 2018 – Spring 2019.
- Ψ .5 Andy Pujol. Computer Science (B.S.). FIU. Summer 2018 – Spring 2019. Now at Royal Caribbean Cruise
- Ψ .6 Edelmary Urdaneta. Chemistry (B.S.). FIU. Summer 2018 – Spring 2019.
- Ψ .7 Joseph Medina. Computer Science (B.S.). FIU. Summer 2018 – Spring 2019.
- Ψ .8 Arelys Alvarez. Computer Science (B.S.). FIU. Summer 2018 – Fall 2019.
- Ψ .9 Vanesa Perez. Computer Science (B.S.). FIU. Summer 2018 – Spring 2019.

- Ψ.10 Jason Garcia. Computer Science (B.S.). FIU. Spring 2018 – Summer 2019. Now at CSU's master program.
- Ψ.11 Ciana Rogers. Computer Science (B.S.). FIU. Spring 2018 – Summer 2019.
- Ψ.12 Cristina Villaroel. Computer Science (B.S.). FIU. Fall 2017– Fall 2019. Now at VISA (Denver, CO).
- Ψ.13 Seidan Jamides. Computer Science (B.S.). FIU. Summer 2017 – Summer 2019.
- Ψ.14 Pablo Mueller. Computer Science (B.S.). FIU. Summer 2017 – Summer 2018.
- Ψ.15 Luis Averhoff. Computer Science (B.S.). FIU. Fall 2017 – Summer 2018.
- Ψ.16 Lukas Borges. Computer Science (B.S.). FIU. Summer 2016 – Fall 2017.
- Ψ.17 Maia Zock-Obregon. Psychology (B.S.). FIU. Spring 2016 – FALL 2016.
- Ψ.18 Alain Galvan. Computer Science (B.S.). FIU. Spring 2015 – Summer 2017. First job: Marmoset (creator of Marmoset Toolbag) as Computer Graphics Developer.
- Ψ.19 Jules Calella. Electrical Engineering (B.S.). FIU. Fall 2015 – Spring 2016. Now at Microsoft Embedded Development. First Job: Bio-Magic VR, Inc.
- Ψ.20 Jonathan Bernal. Computer Engineering (B.S.). FIU. Summer 2016 – Summer 2017.
- Ψ.21 Katherine Tarre. Statistics (B.S.). FIU. Summer 2016 – Fall 2016.
- Ψ.22 Jason-Lee Thomas. Computer Engineering (B.S.). FIU. Summer 2015 – Fall 2016. First job: Citrix as Senior Software Developer.

Other Mentoring Activities (FIU)

- Capstone Senior Project, Computer Science, Spring 2015 - Present – Mentored over 30 students.
- Capstone Senior Design, Electrical and Computer Engineering, Spring 2015 - Present – Mentored over 40 students.
- Independent Studies, Summer 2016.
- Honors College Research, Fall 2015 – Spring 2017.
- VIP Supplemental Team, Spring 2016-Summer 2016 – Mentored 15 students.

Professional Workshops and Training

- CAHSI. Building CISE Research Capacity at Hispanic-Serving Institutions Workshop. July 9–10, 2019. Travel award received.
- CMD-IT Academic Career Workshop, May 16–18, 2019. Travel award received.
- NSF Career Workshop at National Science Foundation. April 8–9, 2019.

- Colorado State University, Search Committee Search Training. February 11, 2019.
- NSF Career Preparation at Colorado State University (multiple meetings). Spring 2019.
- NSF Proposal Writing. Grant Training Center. Online. January 2019.
- NSF Computer Science New Faculty Workshop (Tenure-Track Session). UCSD. Aug. 5 to Aug. 7. 2018. Hotel and meals award received.
- Several teaching study (book) groups at FIU. This included *Effective Instruction for STEM Disciplines* and *Make it Stick*, among others. 2015-2017.

Description of Mentoring Activities (CSU)

I hold weekly meetings with all of the students at CSU that are doing research under my supervision. I also have one-to-one meetings with graduate students every other week or as needed. In addition, I participate in the CS 793 (research course) where my students along with the students supervised by Ross Beveridge and Bruce Draper attend. The CS 793 meetings are held weekly. Activities during the meetings include paper presentations, project presentations, guidance about research, and planning, among others. Finally, whenever requested, I offer independent supervised research credits for undergraduate students.

Teaching Improvements (CSU)

After the NSF Workshop on teaching for new faculty that I attended in August 2018, I have implemented new methodologies in the classroom. First, I started using the iClicker to ask questions before providing the answer (or even at times) the actual information they need to answer. This has shown to provide an improved recall of concepts for students even when they don't get the correct answer. In addition, I created a series of activities (including the iClicker) design to improve learning. This includes online quizzes (with multiple retries), and hands-on labs, among others. I called these activities as they are meant not as a way to evaluate the students but to get them engaged. They a grade for participation in these activities. The participation grade is common in some classes and requires the student to complete the activities. In Spring 2019, I added mini-surveys to understand which concepts the students may find more difficult to understand. In Fall 2020, I removed the mini-surveys as it didn't work for my course. I added additional active learnings (hands-on in class) activities in Fall 2019.

CSU's ARVR Student Club

I co-facilitate the ARVR Club where students of similar interest get together once a week to discuss topics, plan projects, and listen to presentations by them or other guests. Students from the club attended CSU's VR Hackathon (sponsored by the office of the vice-president of research). This included Ariana Mims, who won first place. The ARVR Club started in Fall 2018 and it is still active.

CSU's VR Hackathon

I'm part of the CSU's VR Hackathon 2019 committee and the CSU's XR Symposium. During 2019, many of the students were recruited by me and people invited to symposium from outside Fort Collins came at my invitation.

I also participated as a judge during the 2018 session. This platform, lead by the vice-president of research, allows students to come together and work on exciting projects. Some of these projects lead to research by CSU's faculty. During the 2018 session, I invited 9 students from Florida International University to improve diversity and promote CSU. Students from ARVR club also attended. I also recruited 8 students from my CS 457 course. My undergraduate research student Ariana Mims won first place. Most of the students I recruited received awards including first, second, and third, and some smaller awards. This activity provides the ability to promote teaching and research during a 3 day event.

CSU's MST Day

My research lab continues to participate in the Math and Science Technology Day to promote Virtual Reality among 6th to 8th graders (October 3rd, 2019 and October 11th, 2018). This has been a great opportunity to promote STEM education to under-represented minorities.

CSU's Incoming Students Tour and CS activities

My research lab has always been present for the Computer Science department activities starting from Fall 2018.

SECTION 4: Evidence of Outreach/Service

SERVICE

Journal and Conference Reviewer

- Reviewer for *IEEE Virtual Reality and 3DUI Conference*. 2018–2020.
- Reviewer for *IEEE VR Workshop on K-12 Embodied Learning through Virtual & Augmented Reality* 2017–2020.
- Reviewer for *ACM International Conference on Interactive Surfaces and Spaces* 2017–2019.
- *IEEE VR Workshop on Novel Input Devices and Interaction Techniques*. 2019–2020
- Reviewer for *ACM CHI Conference on Human Factors in Computing Systems (ACM CHI)*. 2018–2020.
- Reviewer for *ACM CHI Conference on Human Factors in Computing Systems – Late Breaking (ACM CHI)*. 2019–2020.
- Reviewer for *ACM SIGCSE 2020*. Reviewed on 2019.
- Reviewer for *ACM Designing Interactive Systems 2019 (DIS '19)*. 2019.

- Reviewer for *IEEE International Symposium on Mixed and Augmented Reality 2019 (ISMAR '19)*. 2019.
- Reviewer for *ACM Intelligent User Interfaces 2019 (IUI '19)*. 2019.
- Reviewer for *ACM International Conference on Interactive Surfaces and Spaces*. 2016-2019.
- Reviewer for *ACM Richard Tapia Celebration of Diversity in Computing*, 2015–2019.
- Reviewer for *International Journal of Human-Computer Interaction*, Springer, 2018.
- Reviewer for *20th Symposium on Virtual and Augmented Reality (SVR)*. Igauçco, Brazil, 2018.
- Reviewer for *13th International Symposium on Visual Computing*, Las Vegas, NV, 2018.
- Reviewer for *ACM Symposium on 3D User Interfaces*. 2017.
- Reviewer for *IEEE Transactions on Visualization and Computer Graphics (TVCG)*. 2017.
- Reviewer for *ACM Symposium on Spatial User Interaction 2016-2018*.
- Reviewer for *IEEE Sensors Journal* 2014-2018.
- Reviewer for *IEEE Journal of Biomedical and Health Informatics*. 2014, 2018.
- Reviewer for *IEEE VR Second Workshop on K-12 Embodied Learning through Virtual & Augmented Reality 2017-2019*.

Conference Committee Member Positions

- Co-Organizer Committee Member, *IEEE VR Second Workshop on Novel Input Devices and Interaction Techniques 2020 (NIDIT '20)*. Atlanta, GA. 2020.
- Co-Organizer Committee Member, *IEEE VR Fifth Workshop on K-12 Embodied Learning through Virtual & Augmented Reality (KELVAR '20)*, Atlanta, GA. 2020.
- International Technical Program Committee Member (2019–2020), Conference Papers Track, *IEEE Virtual Reality and 3DUI 2020 (IEEE VR '20)*, Atlanta, GA. 2020.
- Session Chair *ACM International Conference on Interactive Surfaces and Spaces (ISS' 19)*, Daejeon, South Korea.
- Industry Chair *ACM Symposium on Spatial User Interaction (SUI '19)*, New Orleans, LA. 2019. Obtained %5,000 dollar sponsorship.
- Technical Program Committee Member *ACM Symposium on Spatial User Interaction (SUI '19)*, New Orleans, LA. 2019.
- Program Committee Member *ACM International Conference on Interactive Surfaces and Spaces (ISS' 19)*, Daejeon, South Korea.
- International Technical Program Committee Member (2018–2019), Conference Papers Track, *IEEE Virtual Reality and 3DUI 2019 (IEEE VR '19)*, Osaka, Japan. 2019.

- Co-Organizer Committee Member, *IEEE VR Workshop on Novel Input Devices and Interaction Techniques 2019* (NIDIT '19), Osaka, Japan. 2019.
- General Chair Committee Member, *IEEE VR Fourth Workshop on K-12 Embodied Learning through Virtual & Augmented Reality* (KELVAR '19), Osaka, Japan. 2019.
- International Technical Program Committee Member, Conference Papers Track, *IEEE Virtual Reality 2018* (IEEE VR '18), Reutlingen, Germany. 2018.
- Technical Program Committee Member *ACM Symposium on Spatial User Interaction* (SUI '18), Berlin, Germany, 2018.
- Co-Organizer Committee Member, *IEEE VR Third Workshop on K-12 Embodied Learning through Virtual & Augmented Reality* (KELVAR '18), Reutlingen, Germany. 2018.
- Poster Judge Panel for *ACM Richard Tapia Celebration of Diversity in Computing*, 2017.
- International Technical Program Committee Member *ACM Symposium on 3D User Interfaces* (3DUI '17). 2017.
- Primary Reviewer for Program Committee for *ACM International Conference on Interactive Surfaces and Spaces* (ISS '17), Brighton, England, 2017.
- Technical Program Committee Member *ACM Symposium on Spatial User Interaction* (SUI '17), Brighton, England, 2017.
- Co-Organizer Committee Member, *IEEE VR Second Workshop on K-12 Embodied Learning through Virtual & Augmented Reality* (KELVAR '17), Los Angeles, CA, 2017.
- Session Chair *ACM International Conference on Interactive Surfaces and Spaces* (ISS '17), Brighton, England, 2017.
- Session chair, 3D Interaction, *IEEE VR 3DUI*, *ACM Symposium on 3D User Interfaces*, (3DUI '17). 2017.
- Publicity Co-chair, *ACM Symposium on Spatial User Interaction* (SUI '17), Brighton, England, 2017.
- Technical Program Committee Member, *ACM Symposium on 3D User Interfaces* (3DUI '17), Los Angeles, CA, 2017.
- Publicity Co-chair, *ACM Symposium on 3D User Interfaces* (3DUI '17), Los Angeles, CA, 2017.
- Technical Program Committee Member, *ACM Symposium on Spatial User Interaction* (SUI '16), Tokyo, Japan, 2016.
- Publicity Co-chair, *ACM Symposium on Spatial User Interaction* (SUI '16), Tokyo, Japan, 2016.

Proposal Review

The following list is redacted for confidentiality.

- National Science Foundation. Review Panel. IIS CHS. NSF Career proposals. 2019. Two days.
- National Science Foundation. Review Panel. CISE CRI. CRI planning proposals. 2019. Two Days
- National Science Foundation. Review Panel. Major Research Instrumentation Program. NSF MRI. One day. 2019.

Internal (CSU)

- University
 - ◇ Office of Vice-President Research (OVPR), Virtual Reality Committee Member (2019–). Chair Liaison of the Virtual Reality Initiative.
 - ◇ Office of Vice-President Research (OVPR), VR Hackathon 2019 Committee Member.
 - ◇ Office of Vice-President Research (OVPR), VR Symposium 2019 Committee Member and Facilitator.
 - ◇ Boettcher Foundation Trustees Learning Track VR/AR Research Demo. Hosted by Colorado State University. September 6, 2019.
 - ◇ Boettcher Foundation VR/AR Presentation. Hosted by OVPR in the Richardson Design Center, CSU. June 7, 2019.
 - ◇ VR Hackathon 2019 Recruiter.
 - ◇ VR Hackathon 2018 Recruiter.
 - ◇ VR Hackathon 2018 Judge.
 - ◇ Participated in the ISTE Advisory Board Fall 2018. This included facilitating the Virtual Reality sub-group.
- College
 - ◇ Math and Science Technology Day. Fall 2019.
 - ◇ Math and Science Technology Day. Fall 2018.
- Departmental
 - ◇ ACM Richard Tapia Conference 2019. Hosted a booth for Colorado State University promoting Computer Science Program and providing support to our attending students. October, 2019.
 - ◇ Chair of Search Committee, Academic Success Coordinator, 2019–2020.
 - ◇ Compass School for Fort Collins visit, 15 participants (middle school to high school). This included NUILAB tour and Demonstrations. December 11, 2019.

- ◇ ChoseCSU (CSU admission event for prospective students), 60 participants (parents and high school seniors). This included NUILAB tour and demonstrations. December 7, 2019.
 - ◇ Girls Who Code. Virtual and Augmented Reality presentation. December 2, 2019.
 - ◇ ACM GMH/Tapia Pane. November 6, 2019.
 - ◇ Target Visit (with Arthur Valdez). Search for students to participate in event and attended main event. October 16, 2019.
 - ◇ Early Start Freshmen, 40 participants (incoming CSU undergraduate students in STEM). This included NUILAB tour and demonstration. August 20, 2019.
 - ◇ Access Center High School Tour, 10 participants (first generation high-school students). This included NUILAB tour and demonstration. July 29, 2019.
 - ◇ Middle School Girls STEM Camp, 12 participants (female students in middle-school). This included NUILAB tour and demonstration. July 12, 2019.
 - ◇ ChoseCSU (CSU admission event for prospective students), 70 participants (parents and high school seniors). This included NUILAB tour, demonstrations, and Presentation by **Francisco R. Ortega**. April 6, 2019.
 - ◇ Middle School Stem Camp, 20 participants (middle school). This included NUILAB tour and demonstration. June 19, 2019.
 - ◇ High School Computer Science Day, 60 participants (high school students). This included NUILAB tour, demonstrations, and Presentation by Kellyn Dassler. February 7, 2019.
 - ◇ ChoseCSU (CSU admission event for prospective students), 70 participants (parents and high school seniors). This included NUILAB tour, demonstrations, and Presentation by **Francisco R. Ortega**. February 2, 2019.
 - ◇ Workshop for scholarship applications for ACM Tapia and ACM Grace Hoper. Spring 2019.
 - ◇ CSU's Incoming Students Computer Science Tour. Fall 2019.
 - ◇ CSU's Incoming Students Computer Science Tour. Spring 2019.
 - ◇ CSU's Incoming Students Computer Science Tour. Fall 2018.
 - ◇ Faculty Mentor for ARVR Student Club. 2018-present.
- NUILAB (Research Lab)
 - ◇ Unreal Engine Workshop (6 sessions). Summer 2019.

Internal (FIU)

- University
 - ◇ Member of Florida Consortium of Metropolitan Research Universities. Representing Florida International University, 2016-2018.

- ◇ FIU Beyond 2020 program, working panel to proposed how to increase doctoral and post-doc students, 2016. .
- ◇ VR Hackathon 2018 Judge.
- ◇ Participated in the ISTEC Advisory Board Fall 2018. This included facilitating the Virtual Reality sub-group.
- College
 - ◇ Java Workshop for Electrical and Computing Engineering (5 sessions). 2013.
- Departmental
 - ◇ Programming Workshop for capstone projects (C++, C), hosted by OpenHID Labs. 2015-2016.
 - ◇ Carnegie Doctoral Program Self-Studies and Strategic Planning with faculty and Ph.D. students working group, 2009.

ACADEMIC AFFILIATIONS

- Association for Computing Machinery (ACM) Professional Member. 2006 – Present.

SECTION 5: References/Demographics/Other Additional Information

Last Updated

1/19/2020.

LANGUAGES

Proficient in English and Spanish.

DEMOGRAPHICS

Nationalities: U.S Citizen, Chilean Citizen.

Ethnicity: Hispanic.