

Emiko Charbonneau

CONTACT INFORMATION	Media Convergence Laboratory Institute for Simulation and Training University of Central Florida 4000 Central Florida Blvd Orlando, FL 32816 USA	Voice: (407) 882-1404 Fax: (407) 658-5059 E-mail: miko@cs.ucf.edu WWW: www.cs.ucf.edu/~miko
CITIZENSHIP	USA	
RESEARCH INTERESTS	3D User Interfaces, Accelerometer Gesture Recognition, Augmented and Mixed Reality, Exercise Game Design, Usability Studies, Gameplay Experience	
EDUCATION	University of Central Florida, Orlando, FL USA Ph.D., Computer Science, (expected graduation date: August 2010) <ul style="list-style-type: none">• Advisor: Dr. Charles E. Hughes• Advisor: Dr. Joseph J. Laviola Jr.• Area of Study: Usability of 3D Input Devices M.S., Computer Science, December 2008 <ul style="list-style-type: none">• Advisor: Dr. Charles E. Hughes• Advisor: Dr. Joseph J. Laviola Jr.• Area of Study: Usability of 3D Input Devices B.S., Computer Science, May 2006 <ul style="list-style-type: none">• Advisor: Dr. Niels da Vitoria Lobo• <i>Cum Laude</i>, With Honors• Minor in Mathematics	
AWARDS	University of Central Florida <ul style="list-style-type: none">• Grad Provost Award Fellowship, 2006–2007• UCF Scholars Award, 2003–2005• UCF Achievement Award, 2002–2003• Inducted Member of Sigma Phi Epsilon	
ACADEMIC EXPERIENCE	University of Central Florida, Orlando, FL USA <i>Graduate Student</i> August 2006 to present <ul style="list-style-type: none">• Passed Phase 1 Candidacy Exam (Spring 2009)• Passed Qualifying Exam (Spring 2007)• Continued research at the Interactive Systems and User Experience Lab <i>Research Assistant</i> June 2008 to Present <ul style="list-style-type: none">• Funded under NSF grant for research in physical therapy at the Media Convergence Lab October 2006 to August 2007 <ul style="list-style-type: none">• Research in Computer Graphics for economic driven forest fire simulation at the Media Convergence Lab	

Teaching Assistant

January 2008 to May 2008

- Computer Science 1
 - Weekly lab sessions
 - Graded C programming assignments and tests

September 2007 to December 2007

- Computer Graphics
 - Lab grader for GPU shader programming assignments

September 2006 to December 2006

- Systems Software
 - Taught weekly lab sessions
 - Graded assembly language exams

Undergraduate Research

September 2000 to March 2002

- Participated in Computer Vision REU program interpreting silhouette based models of humans in images
- Worked to Model Texture Painting program in real time on the GPU

Undergraduate Student

August 2001 to May 2006

- Study abroad at Meikai University, Japan (Summer 2003)
- Completed several graduate level courses in Computer Vision, Computer Forensics and Computer Graphics

PUBLICATIONS Emiko Charbonneau, Chadwick Wingrave, Andrew Miller, Joseph LaViola Jr, "Understanding Visual Interfaces for the Next Generation of Dance-Based Rhythm Video Games," To be published in SIGGRAPH Sandbox 2009.

POSTERS Emiko Charbonneau, Andrew Miller, Chadwick A. Wingrave, Joseph J. LaViola, "Poster: RealDance: An exploration of 3D spatial interfaces for dancing games," 3dui, pp.141-142, 2009 IEEE Symposium on 3D User Interfaces, 2009

PRESENTATIONS Joseph J Laviola Jr. (May 2008) "The Influence of Head Tracking and Stereo on User Performace with Non-Isomorphic 3D Rotation". Paper Presented at Eurographics Symposium on Virtual Environments.

TECHNICAL SKILLS Math background: Graph Theory, Combinatorics, Formal Languages, Algorithm Analysis

Software Experience: Video game design, Pen-based computing, GPU programming, 3D user interfaces, Parallel computing

Languages/Web: C, C++, C#, Java, PHP, XNA, WPF, OpenGL, CSS, HTML, XML

Applications: L^AT_EX, Microsoft Visual Studio, Microsoft Office and equivalent, Adobe Photoshop, Adobe Premiere, Google Sketchup

EXTRA CURRICULAR ACTIVITIES Art: Award winning costume and prop maker, photography, drawing, digital illustration, website design

Fitness: Martial arts (twelve years experience), weight lifting, breakdancing, salsa dancing, rock climbing