JEAN-MARC GAUTHIER
CURRICULUM VITAE

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Revised 10/20/2023

Title:
Associate Professor and Program Director**,** Virtual Technology & Design, College of Art and Architecture, University of Idaho

LINKS:
Teaching and research
Research
VTD
Consulting
LinkedIn

EDUCATION
Degrees
Master, Tisch School of the Arts, Interactive Telecommunication Program, New York University, New York, NY, 1998

Architecte DPLG, Ecole Nationale Superieure d'Architecture, Paris, France, 1985

EXPERIENCE
Teaching
Associate Professor, Virtual Technology & Design (VTD), College of Arts and Architecture (CAA), University of Idaho, ID

Associate Arts Professor, Animation & Digital Arts MFA program, Tisch Asia, New York University, Singapore

Assistant Arts Professor, Animation and Digital Arts MFA program, Tisch Asia, New York University, Singapore

Assistant Arts Professor, ITP, Tisch School of the Arts, New York University, NY

Adjunct, ITP, Tisch School of the Arts, New York University, NY

Teacher, Chapin School, NY

Academic Administrative Appointments
Faculty Senate Chair (2023-2024)

Program Director, Virtual Technology and Design, CAA, University of Idaho (2023-present)

Program Head, Virtual Technology and Design, CAA, University of Idaho (2020- 2023)

Research Lab Supervisor, Virtual Reality Lab (VR Lab), VTD, CAA, University of Idaho (2018- present)

Chair, Animation & Digital Arts MFA program, Tisch Asia, New York University, Singapore, 2010 – 2014

Director, Animation and Digital Arts MFA program, Tisch Asia, New York University, Singapore, 2008 – 2010

Non-Academic Employment

Team Partner, *Autobotik* - automotive robotics, virtual reality 2018 –
Managing Director, *Tinkertoo* - interactive design studio, Singapore, 2014 – 2018
Founder/Principal, *Global Tinkering* - animation, virtual reality & visualization, NY, 1999
Founder/Principal, *Jean-Marc Gauthier Architecte, DPLG*, Paris, France, 1986 – 1998

Entrepreneurship and Consulting

Autobotik, Artificial Intelligence, Human Machine Interface and Virtual Reality (Digital Twins) projects, 2019
Tinkering et al, Assisted Navigation in Virtual Worlds Using Neural Networks, technology integration, 2017 – 2018
Dr Liu, University of Alabama / Global Tinkering, Simulation of Eye Gaze, 3D visualization / animation 2017
M3Robotics Lab, Washington State University / Tinkering, 3D visualizer/animator, 2017
Tinkertoo, Automotive Design, lead designer, 2014 – 2017
SKOW / Tinkertoo, Interactive Videos on the Web, web design / animation, 2014
I / Tinkertoo, Interactive Jewelry Toolkit, interactive design, 2014
Tinkering, Traffic simulator, technology integration, 2013
Dr. Liu, University of Alabama, Birmingham / Tinkering, Crossroads. 3D dynamic simulator of traffic, technology integration / animation, 2012
Infinite Fields / Tinkering, Motion capture, motion capture consultant - technology integration, 2008
M. Stoeckle, Rockefeller University / Tinkering, Genetic diversity of world's Bird species. 3D interactive tool, 2008
Dr. P. Kelly, Dept. of Neurosurgery, NYU Medical Center, technology integration, 2006
MAMAC / Tinkering, design and construction of crawling and flying, technology integration/animation, 2004
Sia-TV / Tinkering, cellular phone interface for virtual worlds, Sia Sistemas, technology integration, 2001

TEACHING

Areas of Specialization

Digital design, animation, virtual reality, 3D modeling, visual effects, product design, industrial design, storytelling, simulation, technology integration, robotics, user experience, user interface design, human machine interface, design thinking, architecture, film, art history

Undergraduate Courses Taught at UoI

Theory and Applications of Virtual Reality, VTD 204, Spring 2019- 2020
Virtual World Building, VTD 151 & VTD 152, Fall 2016
Virtual World Building, VTD 153 & VTD 154, Spring 2017
Lighting and Materials, VTD 246, Fall 2017- present
Visual Effects and Animation, VTD 367, Spring 2017- present
Capstone class, 'Mobility and Entertainment, VTD 458, Fall 2017- Spring 2018 to present. Co-teaching with Rayce Bird.

Graduate Course Taught at UoI
Thesis Advisor, Architecture Graduate Project, CAA, VTD / Architecture Department, 2021- 2024
Thesis Advisor, Architecture Graduate Project, CAA, Architecture Department, 2018-2020

Students Advised at UoI
Undergraduate Students
Advisement: 2018 – present.
Mentoring ongoing research, Department of Mathematics, College of Science. 2018-2019
Undergraduate internships working on research projects. 2018- present.

Materials Developed at UoI (non-scholarship activity)
Motion capture initiative with Brian Cleveley, 2019- 2020 and 2022-present
Multi-player virtual world for remote communication and teaching, 2018- present
+30 online video tutorials, +1200 views/per year, 2017- present

Courses Developed at UoI
Animation Film Production, VTD 204
Seminar: Theory and Applications of Virtual Reality, VTD 201, VTD 301
Virtual World Building, VTD 151 & VTD 152
Virtual World Building, VTD 153 & VTD 154
Lighting and Materials, VTD 246
Virtual Design VTD 253
Animation and Visual Effects, VTD 367
Capstone class, 'Mobility and Entertainment, VTD 457, VTD 458
Graduate thesis and non-thesis class, ARCH 599,

Non-credit Classes, Workshops, Seminars at UoI
Online VTD Lab
VTD Alumnae/Alumni Talks
VTD Industry Talks
VTD Workshop, Summer Design Days, 2019, 2018
VTD's Innovation Seminar
VTD Professional Development Program
High school workshops

SCHOLARSHIP ACCOMPLISHMENTS
Publications
Books,
Interactive storytelling. Book chapter contributor, 2012. International Symposium on Diversifying Film and Digital Media, Hongik University

Game Art Complete. Book chapter contributor, 2009, Andrew Graham, Focal Press, Elsevier

Diseno Animado Interactivo en 3D. Author, 2005, Anaya Multimedia

Building Interactive Worlds in 3D: Virtual Sets and Pre-visualization for Games, Film & the Web. Author, 2005, Focal Press, Elsevier

Le Corbusier Unite d'Habitation de Marseille. Contributor, 2005, Editions Parentheses

Creating Interactive Actors and their Worlds. Author, 2001, Morgan Kaufman Publishers

Hospitable Architecture. Book chapter contributor, 1994, Van Nostram Reinhold Publisher

Hospitable Design for Healthcare and Senior Communities. Book chapter contributor, 1992, Van Nostram Reinhold Publisher

Lieux de Fin de Vie (End of Life Places). Book chapter contributor,1987, Editions du Moniteur

Peer Reviewed Papers
Augmenting Virtual Lunar Terrain With Procedural And Machine Learning Models In Real-Time. J. M. Gauthier and F. B. Wróblewski, Virtual Technology and Design, University of Idaho. Lunar Surface Science Conference (2023).

'Long Takes: a Way of Narration in Virtual Reality'. Paper accepted in 2021 for peer-reviewed publication in Disegno Journal.

Adaptation in Virtual Worlds, Gauthier, JM. In OPEN ACCESS Publishing Series on PROJECT | Essays & Research, Palermo University Press, Italy, 2020 ISBN (online): 978-88-5509-096-4

The Dynamic Virtual Protein project: Visualization, Interaction and Collaboration in Virtual Reality, Gauthier, JM., Patel, J., McGrath I. In 25th ACM Symposium on Virtual Reality Software and Technology (VRST'19), November, 12-15, 2019, Parramatta, NWS, Australia. ACM, New York, NY, USA. DOI 10.1145/3359996.3365050. ISBN 978-1-4503-7001-1/19/11

3D Modeling and Participatory Sensing - Sensing Cities and Designing New Driving Experiences, 2014, Geospatial World Forum 2014, Geneva, Switzerland

3D Interactive Stories for the City, 2013, Asia Geospatial Forum 2013, Kuala Lumpur, Malaysia (Abstract)
Gaming Back to the Basics, 2008, Siggraph Asia (Paper)

From Motion Capture to Interactive Animation, 2008, Siggraph Asia (Paper)

Entertaining Lessons: Applying Gaming Technology To The Virtual Patient, 2005, Slice of Life 2005, Portland, OR. (Paper)

Conceptual Design Of Virtual Cameras: How to design self-determined virtual cameras, 2004, Design Computing and Cognition, MIT, Cambridge, MA. (Paper)

Exhibitions

Moments in Nature (MiN), *Collaborative storytelling in virtual reality, 2022*
MiN was selected with the 10 best virtual reality projects worldwide and presented at Real Time Live! Siggraph Asia 2022, Daegu, South Korea. (12/2022). Credits: Jean-Marc Gauthier in collaboration with Payton Finney. Narration by Savannah Thomson Music and Sound design by Alex Ho. Collaborators: Emma Ferguson, Clayton Christensen and Randall Erickson. Copyright Jean-Marc Gauthier, All Rights Reserved. December 2022.
Moments in Nature, video installation presented in Prichard Gallery's final show. Spring 2021.
Virtual Protein Builder (Best demo Awards). 2019. Virtual Reality Software and Technology '19 conference Sydney
Australia
Live performance, Virtual Protein Builder, 2019. Real Time Live!, Siggraph Asia 2019, Brisbane, Australia
Virtual Proteins, Palouse Discovery Science Center, TBC, 2019
Virtual Reality Wildlife, interactive installation, 2018, Adobe Creative Jam, Washington State University, Pullman, WA.
Virtual Reality Wildlife, interactive installation, 2018, Palouse Family Fair, Pullman, WA.
Virtual Reality Wildlife, interactive installation, 2017, Pritchard Gallery, University of Idaho, Moscow, ID.
Secret Garden, interactive installation, 2013, ArtScience Museum, Marina Bay Sands, Singapore.
Crayons 2.0, interactive installation, 2013, Affordable Art Fair, Singapore.
Interactive Animations, exhibition at "Elastic Identity, 2011, " IMC Lab + Gallery, NY.
From Dust to Dust, animation, exhibition by Melvin Moti, 2010, Wiels Contemporary Art Center, Brussels, Belgium.
Virtual City, IMC Exposition, 2009, IMC Studio, NY.
Virtual Manhattan, 2008, DaeGu Culture and Art Center, Korea.
Harold Clurman Theater / Tinkering, Stone Cold Dead Serious. Theater performance using machinima and interactive animations, 2007.
Nicebots, 2005, Ars Electronica, Linz, Austria.
Homage to Edward Hopper, Nighthawks, 2005, Urban Screens 05, Amsterdam, Holland.
The Lake, interactive installation, 2005, Villa Arson, Nice, France.
Crayons. *Homage to Sol Lewitt*, 2005, immersive installation, Chelsea Art Museum, NY.
*Nighthawk*s, urban video game installation, 2005, Festival 1ier Contact, Issy, France.
Nighthawks, web installation, FILE 2004, Electronic Language Festival, San Paolo, Brazil.

N*icebots*, robotics installation, 2004, MAMAC, Nice, France.
Infinite City, virtual reality installation, J. Tunick, M. Kirov, 2004, Convergence, Chelsea Art Museum, NY.
Aphrodisias, virtual archeology installation, 2003, Institute of Fine Arts/NYU, NY.
Bicycle Rider, interactive installation, 2002, Villette-Numerique, Paris, France.
Swimmer, Web3D Conference - VRML Art 2000, Monterey, CA.

Grants (currently scheduled or submitted)

Augmenting Virtual Lunar Terrain with Procedural and Machine Learning Models in Real-time, NASA National EPSCoR Program, with F.B. Wróblewski, Department of Earth and Spatial Sciences, University of Idaho, 2023.

Identifying Protein Binding Pockets by Combining Voxels and Deep Learning.
An interdisciplinary grant proposal by Jean-Marc Gauthier, PI, Brenda Rubenstein, Joukowsky Family Assistant Professor of Chemistry (Brown University), Frank Gao, Professor of Mathematics. Not Funded.

Develop a Multi-Scale Multi-Dimensional Framework to Visualize, Simulate, Identify and Mitigate Threats to Natural Resources from Rapid Population Growth in Idaho.
Idaho EPSCoR RII Track-1 grant proposal including universities across Idaho. Project pending in collaboration with Lan Li, Ph.D, Associate Professor, Boise State University. Not Funded.

A Cross-Cultural Study Informing Women's Engineering Participation in US (CcWEP-US), NSF grant proposal
Kmec J. (PI) Washington State University, Gauthier, JM. (Co-PI), et al. 2020-2021. Not funded

Robotics Systems in Virtual Reality, NASA Artemis Grant. Bernards, M. (PI), Gauthier, JM. (Co-i), Baker, L. (Co-I), Rader, E. Department of Geological Sciences et al.2020. Not funded.

Lunar Dust and Operations Simulation (LDOS) Gauthier, JM. (PI), Baker, L. (Co-PI), Rader, E. Department of Geological Sciences et al.2020. Not funded.

Double Crossed, "Call for projects" funding competition proposal, category virtual reality project, 2019. Annecy International Animation Festival, Annecy, France. PI Jean-Marc Gauthier (VTD), Rayce Bird (VTD), Matthew Sutton, (WSU).

Grants and Contracts Awarded

***Idaho NASA EPSCoR (INE) Collaboration Grants** (2023).* J. M. Gauthier and F. B. Wróblewski, Virtual Technology and Design, University of Idaho. NASA Engineering Virtual Reality, Johnson Space Center, Houston, TX. Funded.

***VR Classroom online project,** v*ersion *1.0* (2021- 22) and version *2.0* (2022- 23).

Interdisciplinary virtual reality project to be part of a new online curriculum. Design and implementation by Jean-Marc Gauthier in collaboration with Brian Cleveley (VTD), Rayce Bird, (VTD) and Ken Udas, Vice-Provost for Digital Learning Initiatives. Budget: 67 K. Funded.

Virtual Forest VR project (2022 to present). Interdisciplinary virtual reality project as part of a new online curriculum in partnership with the US Forest Service and other agencies**.** Design and implementation by Jean-Marc Gauthier in collaboration with Sunny Wallace Office of the President & Office of the Provost and Executive Vice President, Heather Heward, CNR, Charles Goebel (CNR) and Ken Udas, Vice-Provost for Digital Learning Initiatives. 15K. Funded.

Cross-Cultural Optics (CCO): Connecting Female US Engineers to Workplaces with More Gender Balance via Virtual Reality*,* Amazon Catalyst Grant (Funded), Kmec J. (PI) Washington State University, Gauthier, JM. (UofI Co-PI), Aziz M., Purdue University, et al, 2020-2021. Funded.

Genome to Phenome: Using Biophysical Protein Models to Map Genetic Variation to Phenotypes, Prof. Marty Ytreberg (PI) et al, JM Gauthier (Investigator) EPSCOR Track-2 NSF. 08/2017 - 2021, 6M. Funded.

Interactive Videos on the Web. T. Wong (PI), JM Gauthier (Co-PI), K. Lim, (Co-PI), Spring Singapore, 2014, 70K. Funded.

Feasibility of Using Virtual Reality to Train Patients with Severely Impaired Vision, Dr. Liu, (PI), JM Gauthier (Investigator), National Institute of Health / University of Alabama, Birmingham, AL, 2010, > 600K. Funded.

Games for Learning Institute, G4LI, Microsoft Research. JM Gauthier (Faculty partner of the proposal funded), 2007, > 1M. Funded.

Dynamic Virtual Patient Simulator, JM Gauthier (PI), M. Nachbar (Co-PI), CDCF, AES School of Medicine, 2004 > 20K. Funded.

Virtual Archeology at Aphrodisias. C. Ratte, (PI), JM Gauthier (Investigator), CDCF, Institute of Fine Arts, NY. > 20K. Funded.

Liquid Map, JM Gauthier (PI), M. Pillet, (Co-PI), Aménagement du Territoire et de l'Action Regionale (DATAR), 1996, 80K. Funded.

**Presentations and Other Creative Activities
Entrepreneurship and Industry Collaborations**
Research and Development Workshop on Mobility Technologies (Switzerland) (2012)
Autobotik, automotive robotics boutique. Associate: https://www.autobotik.com/team
Aptiv, future of mobility, 2018

Animations and Films

Fire Danger, animations (2022-2023). Hand drawn animations, created by Jean-Marc Gauthier in collaboration with Payton Finney and Ciara Bordeaux. Animations created for the Fire Danger group at University of Idaho and the US Forest Service.
Be City. Direction and Animation, 2014, Singapore.
Carrot Cake. Production, Lucasfilm ILM Singapore and Tisch Asia, 2012, Singapore
From Dust to Dust. Animator. Director Melvin Motti, 2009, NY
I Remember Me. Animation / Director K. Snyder, 2002, NY
The Diary. Director David Perlov. Channel Four, 1981, UK / Israel

Speaking Engagements

Recent works in character design and animation, Pictoplasma conference, School of Visual Arts, New York City, 2023
Moments in Nature with Payton Finney and Sydney Tverdy, CAA Research Summit 2023
A Virtual Forest for Experiential Learning - VR Classroom project, GIS Day Short Talks 2023, University of Idaho, 2023
Augmenting Virtual Lunar Terrain with Procedural and Machine Learning Models in Real-time, GIS Day Short Talks 2023, University of Idaho, 2023
Identifying Protein Binding Pockets by Combining Voxels and Deep Learning - IMCI Brown Bag Lunch. Organized by Tanya Miura, 2021.
Framework for Using Computer Vision and Machine Learning in Virtual Reality with Jason Starace - AI Workshop, Institute for Interdisciplinary Data Science. Organized by Katy Riendeau, 2021.
Narrative Environments Using Artificial Intelligence and Data Science with Jason Starace - CAA Research Summit 2021
Binding Pockets Identification and Classification Using 3D voxels and Machine Learning, 2021, with Patel, J., Gao, F. IMCI Brown Bag Lunch (virtual)
Realtime Visualization of Virtual Wildlife and Applications of Machine Learning, 2020, UoI GIS Day, University of Idaho (virtual)
Virtual Landscapes, Landscape Architecture Lecture Series, 2020, CAA, University of Idaho (virtual)
Adaptation and Mitigation in Virtual Worlds, 2019. EPSCoR GEM3, University of Idaho, Hagerman, ID
Visualization and Animation of Proteins, Brown bag Lunch, 2018, Center for Modeling Complex Interactions,
IRIC, University of Idaho, ID
Python & Computer Graphics Imagery, Python Club, 2018, IRIC, University of Idaho, ID
Presentation, Virtual Reality: Dynamic Virtual Protein, 2019. Idaho Virtual Reality Council, Boise, ID
Threads of Virtual Reality from Wildlife to Autonomous Cars, Short and Sweet Research Speaker Series, 2017, University of Idaho, Moscow, ID
Rivers & Virtual Reality, with Ritchie Carmichael. GIS Day 2017, University of Idaho, Moscow, ID
Electric Cars & Energy on Demand. Keynote speaker, Idaho Energy & Green Building Conference, 2017, Boise, ID
Idaho Energy & Green Building Conference, 2016, Boise, ID

Keynote Speaker & Conference Chair. Virtual Reality Symposium (VRS), 2016, Singapore.
Knowledge Sharing - Innovation session. Speaker, Black Rock, Investment, 2016, Singapore.
New Mobility, AREP, SNCF, 2016, Paris, France.
Design & Storytelling, 2014, CUTE, National University of Singapore.
Thinking Design, 2014, IDMI, National University of Singapore.
3D Modeling & Participatory Sensing. Geospatial World Forum 2014, Geneva, Switzerland.
Be City, an Interactive Fiction, Festival Les Ecrans de la Liberté, France.
3D Data Sensing, 2014, School of Art, Design and Media, Nanyang Technological University, Singapore.
Interactive Stories for the City. Key speaker and moderator, 2013, Asia Geospatial Forum, Kuala Lumpur, Malaysia.
Storyboarding from Disney to Mobile Phones, 2013, School of Creative Media, City University, Honk Kong.
Interactive Art, 2012, Affordable Art Fair, Singapore.
The Future of Story, 2012, Asian Festival for Children's Content, Singapore.
Storytelling & Technology, 2012, Tsinghua University, Beijing Film Academy, China. Nanyang Poly, Singapore &
Lasalle College of the Arts, Singapore.
Storytelling, 2009, Interactive Media Lab, Dartmouth College, Lebanon, NH.
Gaming: Back to the Basics, 2008, SIGGRAPH Asia, Singapore.
From Motion Capture to Interactive Animation, 2008, Siggraph Asia, Singapore.
DEVCON 2008. 2008, The Dassault Systèmes Developer Conference, Paris, France.
FMX 2008, 13th Conference on Animation, Effects, Games, Stuttgart, Germany.
GameLAB, 2007, Nanyang Technological University, Singapore.
Motion, Digital Art and New Technologies. Speaker and moderator, 2007, Villa Arson, Nice, France.
Guest speaker. Ideas Lab, 2007, Minatec, Grenoble, France.
Society of Satellite Professionals International, 2006, McKinley Technology High School, Washington, DC.
Department of Film Studies, 2006, Tisch School of the Arts, NYU.
Interactive Design, 2006, Designing Interactive Systems 2006, ACM Speaker/Design Events chair, Penn State
University, University Park, PE.
3D3 - Panorama de la Creation, 2006, Issy les Moulineaux, France.
Designing our Experience. Keynote speaker, 2006, Digital Arts Symposium, NCSA, Winston-Salem, NC.
Guest speaker, 2006, Interactive Media Lab, Dartmouth College, Lebanon, NH.
Virtual Patient Seminar, 2006, Office of the Senior Vice Provost for Research , NYU.
Virtools User Day, 2006, Montreal Game Summit, Canada.
Program in Educational Communication & Technology, 2005, The Steinhardt School of Education, NYU.
Virtual Patient, Slice of Life Conference, 2005, Portland, OR.
Etats Generaux de l'Ecriture Interactive (Interactive storytelling), 2005, Issy Les Moulineaux, France.
Educational Symposium, 2005, IMC Expo, NY.

Guest speaker. 2005, Temple University, School of Communications and Theater, Philadelphia, PA.
Virtools User Day, 2004, Montreal Game Summit, Montreal, Canada.
Design and Cognition Conference, 2004, MIT, Boston, MA.
Virtools User Day, 2004, Montreal Game Summit, Montreal, Canada.
Virtual Archeology, 2003, Institute of Fine Arts, NYU, NY.
Festival de la Cite Interactive, 2002, Issy-les-Moulineaux, France.
Virtual Sets: Interactive Movies, 2002, Biennale d'Art Digital, Cite des Sciences et de l'Industrie, Paris, France.
Marriage of the Real Space and the Virtual Space, 2002, Eyebeam, NY.
Entertainment in the Interactive Age, 2001, Annenberg Center, UCLA, CA.
Total Immersion, speaker & moderator, 2000, Milia. Cannes, France.
Think Tank, 2000, Milia, Cannes, France.
3D Conference, 2000, Santa Clara, CA.

Professional Meetings, Workshops
Mathematics, Immunology and VR group, IMCI, UoI, 2023
Dynamic Virtual Production, workgroup, IMCI, UoI, 2019 - present
Beckman Institute, University of Illinois, workshop at UoI, 2018.
β-Lactamase with Benzylpenicillin, poster, EPSCoR, 2018, IRIC, University of Idaho, Moscow, ID
"VTD VR Show". Presentation of virtual reality works by VTD students, 2018
Be City, an Interactive Fiction, 2014, selection of Festival Les Ecrans de la Liberté, France
Motion Capture using 2D Storyboards, Organic Motion, 2010, SIGGRAPH, Los Angeles, CA
Film & New Media: Interactive Narratives, 2007, Guest lecturer and conducted workshop. 2007, Universidade Lusofona, Lisbon, Portugal.
Nighthawks Machinima, machinima Festival, 2003, Museum of Moving Image, Queens, NY
Gingerbread Girl, Virtual reality children musical, 1999, The Chapin School, NY

Honors and Awards:
Best Demo Award, 2019, VRST 2019. 25th ACM Symposium on Virtual Reality Software and Technology, Sydney, Australia
Delano-Aldrich Fellowship, American Institute of Architects, Washington, DC
Villa Medicis Hors-les-Murs, Ministere des Affaires Etrangeres, France
Award for innovation in hospitable design for senior communities, SEPIA, Ministere de la Santé, France
Award for innovation in hospitable design: End of Life Places, Assistance Publique Hopitaux de Paris, France

SERVICE
Major Committee Assignments at UoI
Faculty Senator, 2021 to present.
Artificial Intelligence and Machine Learning Task Force, 2023 -

Chair of Search Committee, Slate Strategy Director, 2023
CAPE project (Continuing Adult and Professional Education)
University Advisory Committee, 2022
University Level Promotion and Tenure Committee, 2021 - present
University Curriculum Committee, 2018 to 2021.
CAA Curriculum Committee, 2018 to present.
VTD Portfolio and Application Review Committee, 2017 to present.
CAA Restructuring Ad-Hoc Committee 2020
CAA Curriculum Committee, 2017 - 2020
CAA Dean Search Committee 2019 - 2020
CAA Recruitment committee, 2017 – 2019
EPSCoR Track-2 All-Hands Working Group 2017 - 2019
NASA Idaho Space Grant Consortium Review Committee, 2017

Professional and Scholarly Organizations

PLOS ONE reviewer (2022- present)
Association of Computer Machinery (ACM), member
Consumer Electronic Show CES 2019, Las Vegas, NV. Conference attendee with VTD Senior students
Consumer Electronic Show CES 2018, Las Vegas, NV. Conference attendee with VTD Senior students
Le Cinq, Montreal, Canada. Review committee, 2011-12
Government of Quebec, Canada. Fonds Québécois de la Recherche sur la Societe et la Culture. Review committee, 2009-10
Focal Press, Taylor & Francis, reviewer, Waltham, MA, 2009 -
Designing Interactive Systems 2006, ACM, Design Events Chair / reviewer. Penn State University, University Park, PE, 2006

Outreach Service at UoI

Schweitzer Engineering Laboratories STEM Nights, Pullman School District, 2023
Rural and Adult Serving Project at UoI. The Virtual Forest project was shown with the On-line A.S. Degree in Wildland Fuel and Fire Technology/Virtual Forest presentation, at the Valley Summit by the University of Idaho, McCall ID.
Extension Foundation Impact Collaborative Summit (01/17-19/2023) Virtual. Ken Udas, Sunny Wallace, Charles Goebel (CNR), Jean-Marc Gauthier. Pitch presentation by Sunny Wallace.
Mentor for Lakeside High School student, (11th grade), Plummer, ID. Storyboarding and production of a 3D animation (2018- 2019)
Mentor for Clearwater Valley High school student (12th grade), Kooskia ID. Storyboarding and production of a 3D animation (2018- 2019)
Mentor for Moscow High School student (12th grade), Moscow ID. Developing the code for a video game on the i-Phone platform. (2017)
Idaho Virtual Reality Council, blog contributor, 2018
Adobe Creative Jam, 2018. Presentation of virtual reality works, Washington State University, Pullman, WA