

Interactive Artist/Designer/Researcher  
Assistant Professor at Texas A&M University

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**Education**

PhD	Interactive Arts and Technology	Simon Fraser University, Canada	2011
MFA	Computer Arts	School of Visual Arts, USA	2004
MA	Media Arts	Kyung Hee University, Korea	2002
BA	Library & information Science	Seoul Women's University, Korea	1995

## Employment and Positions

Faculty Fellow	Institute for Applied Creativity	2014 - Present
Faculty Fellow	Center for Health System Design	2013 - Present
Assistant Professor	Dept. of Visualization Texas A&M University	2011- Present
Sessional Instructor	Simon Fraser University	2009 –2010
Research Assistant	School of Interactive Arts and Technology, SFU	2005 –2010
System Assistant	School of Visual Arts	2003 –2004
Research Assistant	Kyung Hee University	2000 –2002
New Media Instructor	Kyung Hee Elementary School	1997 - 2002
CEO & Art Director	Open Design Studio	1996 - 1997
Multimedia Designer	Flux	1995 - 1996

## Memberships

- Member, Association for Computing Machinery (ACM)
- Member, The Institute of Electrical and Electronics Engineers (IEEE)
- Member, College Art Association (CAA)
- Member, International Digital Media and Arts Association (IDMAA)
- Member, National Dance Education Organization (NDEO)

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## Grants/Awards

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GA.12. PESCA Grant Program from Texas A&M University. (Submitted)

**Proposal Title:** Using interactive art technology to improve older adults' social connectedness and well-being  
**Role:** PI

GA.11. Innovation Award (2015) from iDEAS Art Exhibition at iDMAa (International Digital Media and

- Arts Association) 2015 Conference.
- GA.10. Montague-Center for Teaching Excellence Scholar 2015-2016 (2015). Texas A&M University Center for Teaching Excellence.
- GA. 9. Tier One Program (TOP) Grant, Dean of Faculties, Texas A&M University, 2015-2017. (Amount: \$200,000).  
**Project Title:** Creative Anatomy Collective **Role:** PI (Multiple PIs with Dr. Michelle Pine)
- GA. 8. Faculty Enrichment Program from Visual and Performing Arts, Texas A&M University, 2014. (Amount: \$6,000).  
**Project Title:** Interactive Plant Companion: Exploring meditative and therapeutic quality of touch for children  
**Role:** PI
- GA. 7. Faculty Enrichment Program from Visual and Performing Arts, Texas A&M University, 2012. (Amount: \$6,000).  
**Project Title:** *tendrils 3.0. Interactive Kinetic Wearable Art: Exploring a Poetics of Touch* **Role:** PI
- GA. 6. Tier One Program (TOP) Grant, Dean of Faculties, Texas A&M University, 2011-2013. (Amount: \$200,000).  
**Title:** Integration of Multidisciplinary Research and Creative Activities in Learning Experience: Interactive Arts and Technology Initiative (IATI) **Role:** PI
- GA. 5. Public Art (Necklace Project in the City of Surrey) Proposal Shortlisted, Surrey, Canada. June 2010.
- GA. 4. ITST (Image, Text, Sound and Technology), SSHRC, Canada. 2008 – 2009. (Amount: C\$50,000)  
**Project Title:** Aesthetics of interaction in an immersive environment  
**PI:** Dr. Diane Gromala. **Role:** Wrote the proposal (but as a PhD student, was not eligible for PI-ship at the time of writing). In-charge of all phases of the research project.
- GA. 3. Gold Award, Advances in Computer Entertainment Technology Conference (ACE). 2006 Art Show, Hollywood, CA, June 2006. (Amount: \$1,500)
- GA. 2. President's Scholarship for excellence in graduate study. Kyung Hee University, March 1999 - February 2002.
- GA. 1. Third Prize in Web Site Design at the 1st National Image Festival for the Youth, hosted by Kyung Hee University, Seoul, Korea. October 2000.

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## Book/Book Chapters

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- B. 3. **Seo, J. H.** & Bergeron, C. (2015). *Interactive Performance Collaboration*. In Deepening Teaching for Computational Creativity. Ed. Michael Filmowicz, Cambridge University Press. (in progress)
- B. 2. **Seo, J. H.** (2011). *Aesthetics of Immersion in Interactive Immersive Environments: A Phenomenological Case Study of Light Strings*: LAP LAMBERT Academic Publishing.
- B. 1. **Seo, J.**&Gromala, D. (2008). *Touching Light: Post Traditional Immersion in Interactive, Artistic Environments*. In M. Alexenberg (Ed.), *Educating Artists for the Future: Learning at the Intersections of Art, Science, Technology, and Culture* (pp. 175-190). Chicago, Bristol Intellect Press.

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## Journal Papers

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- J. 5. Smith, B. & **Seo, J. H.** (2015) Synapteos: Exploring Virtual Cosmos with Embodied Motion Controls. *The Journal of the International Digital Media Arts Association*, 2015 ed.vol. 2. 2015. (Accepted)

- J. 4. **Seo, J. H.**, Sungkajun, A., Sanchez, T., & Suh, J. (2015) Touchology: Peripheral Interactive Plant Design for Well-being. *IxD&A (Interaction Design and Architecture) Journal*. issue 26. 2015. (In print)
- J. 3. Jenks, M. & **Seo, J. H.** (2015) Dance Floor as Wilderness: Audiovisual Performance Towards a Regard for Non-Man-Made. *The Journal of the International Digital Media Arts Association*, 2015 ed. vol. 1. 2015.
- J. 2. Yamauchi, T., **Seo, J. H.**, Jett, N., Parks, G., & Bowman, C. (provisionally accepted). Gender Differences in Mouse and Cursor Movements. *International Journal of Human-Computer Interaction*.
- J. 1. **Seo, J.**, & Gromala, D. (2007) Touching Light: A Framework for Immersion in Artistic Environments. *Technoetic Arts*, 5(1), 3-14.

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### Peer Reviewed Conference Papers

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- PC. 14. **Seo, J. H.**, Sungkajun, A., Sanchez, T., & Suh, J. (2015) *Grass*. In Proceedings of ASC (Art, Science, City International Conference) Valencia, Spain.
- PC. 13. **Seo, J. H.** (2015) *inTouch*. In Proceedings of ASC (Art, Science, City International Conference) Valencia, Spain.
- PC. 12. Sanchez, T. & **Seo, J. H.** (2015) *Heartwood*. In Proceedings of ASC (Art, Science, City International Conference) Valencia, Spain.
- PC. 11. Yamauchi, T., **Seo, J. H.**, Choe, Y., Bowman, C., & Xiao, K. (2015) Assessing emotions by cursor motions: An affective computing approach. In D. C. Noelle, R. Dale, A. S. Warlaumont, J. Yoshimi, T. Matlock, C. D. Jennings, & P. P. Maglio (Eds.), Proceedings of the 37<sup>th</sup> Annual Conference of the Cognitive Science Society (pp. 2721-2726). Austin, TX, USA: Cognitive Science Society.
- PC. 10. Berry, J., & **Seo, J. H.** (2015) Incorporation of Shape Memory Polymers in Interactive Design. In Proceedings of International Symposium of Electronic Arts (ISEA), Vancouver, Canada.
- PC. 9. Corness, G., **Seo, J. H.** & Carlson, K. (2015) Perceiving Physical Media Agents: Exploring Intention in a Robot Dance Partner. In Proceedings of International Symposium of Electronic Arts (ISEA), Vancouver, Canada.
- PC. 8. **Seo, J. H.** & Corness, G. (2015) Aesthetics of Immersion in Interactive Immersive Installation: Phenomenological Case Study. In Proceedings of International Symposium of Electronic Arts (ISEA), Vancouver, Canada.
- PC. 7. Arita, J., **Seo, J. H.**, Chu, S., & Quek, F. (2015) The role of materiality in tangibles for young children's digital art drawings. In Proceedings of the 14th International Conference on Interaction Design and Children. Boston, MA, USA.
- PC. 6. **Seo, J. H.**, Arita, J., Chu, S., Quek, F., & Aldriedge, S. (2015) Material Significance of Tangibles for Young Children. In Proceedings of the Ninth International Conference on Tangible, Embedded, and Embodied Interaction (TEI). Stanford, CA, USA.
- PC. 5. Gromala, D., & **Seo, J.** (2009) Reducing Pain in Alternative Immersive Environments: A Proposal. In R. Ascott, G. Bast, W. Fiel, M. Jahrman, & R. Schnell (Eds.), *New Realities: Being Syncretic, Consciousness Reframed: The Planetary Collegium's IXth International Research Conference Series*: Springer Vienna Architecture. Montreal, Canada.

- PC. 4. **Seo, J.** (2009) *Touching Light*. Workshop Paper. Computer Human Interface (CHI) Organic User Interface Workshop. Boston, MA, USA.
- PC. 3. **Seo, J.** (2007) Engagement and Immersion Research in Interactive Art Environment: Exploring Subjective and Physiological Data Based on Different Visual Cues. 4th International Conference on Enactive Interfaces (ENACTIVE). Grenoble, France.
- PC. 2. Levisohn, A., Cochrane, J., Gromala, D., & **Seo, J.** (2007) *The Meatbook*: tangible and visceral interaction. The 1st international conference on Tangible and embedded interaction (TEI). Baton Rouge, LA, USA.
- PC. 1. **Seo, J.**, & Gromala, D. (2006) *Touching Light*: A Framework for Immersion in Artistic Environments. *Consciousness Reframed: art & consciousness in the post-biological era 2006*. Plymouth, England.

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### Peer Reviewed Conference Extended Abstracts/Posters

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- PE. 17. Bumatay, A. & **Seo, J. H.** (2015) Mobile haptic system design to evoke relaxation through paced breathing. *SIGGRAPH 2015 Posters* (SIGGRAPH '15). ACM, New York, NY, USA.
- PE. 16. Saenz, M., Strunk, J., Maset, K., Malone, E., **Seo, J. H.** (2015) See the Flex: Investigating Various Display Settings for Different Study Conditions. *SIGGRAPH 2015 Posters* (SIGGRAPH '15). ACM, New York, NY, USA.
- PE. 15. **Seo, J. H.** & Aravindan, P. (2015) Designing Interactive Soft Toys for Children with Autism to Improve Communications through Sensory Relaxation. *HCI International 2015 Posters*. Los Angeles, CA, USA.
- PE. 14. Saenz, M., Strunk, J., Maset, K., Malone, E., **Seo, J. H.** (2015) See the Flex: Investigating Various Display Settings for Different Study Conditions. *HCI International 2015 Posters*, Los Angeles, CA, USA.
- PE. 13. Bumatay, A. & **Seo, J. H.** (2015) Investigating the Role of Haptic Stimulation in Mobile Meditation Tools. *HCI International 2015 Posters*. Los Angeles, CA, USA.
- PE. 12. **Seo, J. H.**, Sungkajun, A., & Suh, J. (2015) *Touchology*: Towards Interactive Plant Design for Children with Autism and Older Adults in Senior Housing. *Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '15). New York, NY, USA.
- PE. 11. Saenz, M., Strunk, J., Chu, S. L., & **Seo, J. H.** (2015) *Touch Wire*: Interactive Tangible Electricity Game for Kids. *Proceedings of the Ninth International Conference on Tangible, Embedded, and Embodied Interaction* (TEI '15). New York, NY, USA.
- PE. 10. **Seo, J. H.**, Storey, J., Chavez, J., Reyna, D., Suh, J., & Pine, M. (2014) *ARnatomy*: tangible AR app for learning gross anatomy. *ACM SIGGRAPH 2014 Posters* (SIGGRAPH '14). New York, NY, USA.
- PE. 9. Arita, J., **Seo, J. H.**, & Aldriedge, S. (2014) Soft tangible interaction design with tablets for young children. *ACM SIGGRAPH 2014 Posters* (SIGGRAPH '14). New York, NY, USA.
- PE. 8. Arita, J. & **Seo, J. H.** (2014) *Stampies*: Soft Tangible Interaction Design with Tablets for Young Children. Poster Proceedings from *WIPTTE 2014: The Eighth International Workshop on the Impact of Pen and Touch Technology on Education*. College Station, TX, USA.
- PE. 7. Damaraju, S., **Seo, J. H.**, Hammond, T., & Kerne, A. (2013) *Multi-tap sliders*: advancing touch interaction for parameter adjustment. *The 2013 international conference on Intelligent user interfaces (IUI)*. Santa Monica, CA, USA.

- PE. 6. Storey, J., Burch, F., Williamson, J., Alvarez, A., & **Seo, J. H.** (2013) *Proximity*: Emergent interaction design for co-constructed improvisational performance. IEEE RO-MAN Poster. Daejeon, Korea.
- PE. 5. **Seo, J.H.**, & Corness, G. (2012) *Light strings*: kinesthetic immersive environment. Paper presented at the *SIGGRAPH Asia 2012 Art Gallery*, Singapore, Singapore.
- PE. 4. Cheng, B., Kim, M., Lin, H., Fung, S., Bush, Z., & **Seo, J. H.** (2012) *Tessella*: interactive origami light. *Sixth International Conference on Tangible, Embedded and Embodied Interaction (TEI)*. Kingston, Canada.
- PE. 3. Schiphorst, T., **Seo, J.**, & Jaffe, N. (2010) Exploring Touch and Breath in Networked Wearable Installation Design. *International Conference on Multimedia (MM)*. Firenze, Italy.
- PE. 2. **Seo, J.**, & Corness, G. (2007) *nite\_aura*: an audio-visual interactive immersive installation. *ACM SIGGRAPH 2007 posters*. San Diego, CA, USA.
- PE. 1. Johnston, D. J., **Seo, J.**, & Gromala, D. (2007) Proprioceptive sense in an art installation: *Amputation Box*. *ACM SIGGRAPH 2007 posters*. San Diego, CA, USA.

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## Juried Exhibitions/Performances

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- JE. 20. **Seo, J. H.**, Sungkajun, A., & Sanchez, T. (2015) *Touchology*. iDEAS Art Exhibition at iDMAa Conference. Johnson City, TN, USA.
- JE. 19. **Seo, J. H.**, Sungkajun, A., Sanchez, T., & Suh, J. (2015) *Grass*. Creative Room Art Exhibition at ASC (Art, Science, City International Conference) 2015, Valencia, Spain.
- JE. 18. **Seo, J. H.** (2015) *inTouch*. Creative Room Art Exhibition at ASC (Art, Science, City International Conference) 2015, Valencia, Spain.
- JE. 17. Sanchez, T. & **Seo, J. H.** (2015) *Heartwood*. Creative Room Art Exhibition at ASC (Art, Science, City International Conference) 2015, Valencia, Spain.
- JE. 16. *Lavishly Light*. By Dowdy, L. Choreographer. Bergeron, C. Costume Fabrication. **Seo, J. H.** {254} Dance-Fest, Waco Convention Center, Waco, TX, USA. 26 Sept. 2015. Dance Performance.
- JE. 15. Sanchez, T. & **Seo, J. H.** (2015) *Prey*. International Symposium on Electronic Art (ISEA) 2015 Art Exhibition "Next Text", Vancouver, Canada.
- JE. 14. **Seo, J. H.** & Sungkajun, A. (2015) *Touchology*. Art Exhibition at AWE (Augmented World Expo) 2015, Santa Clara, CA, USA.
- JE. 13. **Seo, J. H.** (2013) *Grass*. IEEE WHC (World Haptics Conference) Art Exhibition. Daejeon, Korea.
- JE. 12. Cheng, B., Kim, M., Lin, H., Fung, S., Bush, Z., & **Seo, J. H.** (2012) *Tangible Origami Light: Tessella*. Sixth International Conference on Tangible, Embedded and Embodied Interaction (TEI) Art and Design Explorations. Kingston, Canada.
- JE. 11. Schiphorst, T., & **Seo, J.** (2011) *Tendrils*. ACM Tangible Embodied Interface (TEI)'10 Art and Design Explorations, Madeira, Portugal.
- JE. 10. Schiphorst, T., & **Seo, J.** (2010) *Tendrils*. ACM Multimedia (MM) '10 Art Exhibition, Palazzo Medici Riccardi, Florence, Italy.
- JE. 9. **Seo, J.**, & Corness, G. (2008) *nite\_aura*. ACM Multimedia (MM) '08 Art Exhibition, Telus Science

World, Vancouver, Canada.

- JE. 8. Johnston, D. J., & **Seo, J.** (2007) *Amputation Box*. FILE 2007, São Paulo, Brazil.
- JE. 7. **Seo, J.**, & Schiphorst, T. (2007) *nite\_aura*. New Interfaces of Musical Expression (NIME) 07, Art Exhibition, CMC in Columbia University, New York, NY, USA.
- JE. 6. **Seo, J.** (2006) *Sky Reverie*. NICOGRAPH International Art Show, Seoul, Korea.
- JE. 5. **Seo, J.** (2006) *Sky Reverie*. International Conference on Advances in Computer Entertainment Technology (ACE) 2006 Art Show, Hollywood, CA, USA.
- JE. 4. **Seo, J.** (2006) *Sky Reverie*. FILE 2006: Electronic Language International Festival, São Paulo, Brazil.
- JE. 3. **Seo, J.** (2006) *Amputation Box*. Sou-Li/Sound, Visual Arts Gallery, New York, USA.
- JE. 2. Johnston, D. J., & **Seo, J.** (2006) *Amputation Box*. New Forms Festival: Electronic Language International Festival, Vancouver, Canada.
- JE. 1. **Seo, J.** (2004) *Sky Reverie*. Thesis Show for MFA Computer Art, School of Visual Arts, Visual Arts Gallery, NY, USA.

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## Peer Reviewed Presentations

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- PP. 6. **Seo, J. H.** (2015) *Touchology*: Interactive Plant Art for Well-being. iDMAa 2015. Johnson City, TN, USA.
- PP. 5. **Seo, J. H.** (2015) Introduction of Soft Interaction Lab and the Department of Visualization at Texas A&M University. International Symposium of Electronic Arts (ISEA) 2015, Vancouver, Canada.
- PP. 4. **Seo, J. H.** (2015) *One ARnatomy*. Augmented World Expo 2015. Santa Clara, CA. USA.
- PP. 3. Bergeron, C., & **Seo, J. H.** (2014) *Interactive Performance*: A collaboration between Visualization and Dance. Nation Dance Education Organization (NDEO) Conference 2014, Chicago, IL, USA.
- PP. 2. **Seo, J.**, & Corness, G. (2008) Towards Phenomenological Investigation of a ludic interface, *nite\_aura*. Paper presented at the International Symposium on Electronic Art (ISEA) 2008, Singapore.
- PP. 1. **Seo, J.**, & Gromala, D. (2008) Using bio-feedback data in a ludic interactive artwork. Paper presented at the International Symposium on Electronic Art (ISEA) 2008, Singapore.

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## Invited Presentations/Performances/Exhibitions

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- IP. 20. **Seo, J. H.** & Sunkajun, A. (2015) *Touchology*. Nature/Nature at The Amity Building, Bryan, TX, USA.
- IP. 19. **Seo, J. H.** (2015) Soft Interaction. At 8<sup>th</sup> Saturday Morning Biophysics: Image life. College Station, TX, USA.

- IP. 18. **Seo, J. H.** (2015). Interactive Art & Science Collaboration. ATX LASER. Umlauf Sculpture Garden & Museum. Austin, TX, USA.
- IP. 17. **Seo, J. H.,** & Bergeron, C. (2014) Programmers and dancers, can we live together?: lessons from collaborative interactive performances. International Digital Media and Arts Association (IDMAA) 2014, Orem, Utah, USA.
- IP. 16. **Seo, J. H.** (2014) Tangible Interaction Design for learning Gross Anatomy. Augmented Reality in Formal and Informal Education in Birds of a Feather at SIGGRAPH (Special Interest Group on Graphics and Interactive Techniques) 2014, Vancouver, Canada.
- IP. 15. **Seo, J. H.,** Arita, J., Bumatay, A., & Smith, B. (2014) Soft Toy for Mobile Devices. Austin Mini Maker Faire. Austin, TX, USA.
- IP. 14. Bergeron, C., **Seo, J. H.** (2014) *L.E.D 2014*. ACDFEA (American College Dance Festival Association) South-Central Regional Conference 2014, Austin, TX, USA.
- IP. 13. LaFayette, C., **Seo, J. H.,** Adenuga, Y., Aldriedge, S., Arita, J., Bumatay, A., & Hervey, C. (2014) *STEAM Pavilion: SoftLab Visualization*. USA Science & Engineering Festival. Washington D.C., USA.
- IP. 12. **Seo, J. H.** (2013) Haptic Aesthetics. Keynote speech at International Workshop on Haptic and Audio Interaction Design (HAID) 2013. Daejeon, Korea.
- IP. 11. Schiphorst, T., & **Seo, J.** (2012) *Tendrils 2.0*. exhibited in Aesthetic Transactions (curated by Richard Shusterman), Journiac Gallery, Paris, France.
- IP. 10. **Seo, J.** (2011) Design Methodology. Emily Carr University of Art and Design, Vancouver, Canada.
- IP. 9. Schiphorst, T., & **Seo, J.** (2010) *Tendrils*. Emily Carr University, CODE (Cultural Olympiad Digital Edition) Screen, Vancouver, Canada.
- IP. 8. **Seo, J.,** Guo, L., & Kim, M. (2010) *Grass*. International Digital Media Arts Association Conference (iDMAA) Student Showcase, Vancouver, Canada.
- IP. 7. **Seo, J.,** Corness, G., & Yim, J. (2008) *Falling Objects*. Telus World of Science, Vancouver, Canada.
- IP. 6. **Seo, J.,** & Corness, G. (2008) *nite\_aura*. E-Mixer, Surrey Art Gallery, Surrey, Canada.
- IP. 5. **Seo, J.** (2008) *Introduction of Alternative Immersive Environments*. Soong Shil University, Seoul, Korea.
- IP. 4. **Seo, J.,** Corness, G., & Yim, J. (2007) *Snowflakes*. Central City Mall, Surrey, Canada.
- IP. 3. **Seo, J.** (2006) *Amputation Box*. Sou-Li/Sound, Visual Arts Gallery, New York, NY, USA.
- IP. 2. **Seo, J.** (2003) *Expanded Mind*. Drawing Conclusions II Work by Artist-Writers, New York Art Gallery, New York, NY, USA.
- IP. 1. **Seo, J.** (2000) *In the Library*. Kyung Hee University Gallery, Seoul, Korea.

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## Teaching / Advisory Activities

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Courses	At Texas A&M University	Fall 2011 – Present
	VIZA 630, Contemporary Art Studio and Seminar I (Credit: 4)	

VIZA 614, Form, Installation and Environment (Credit: 3)  
VIST 206, Visual Studies Studio I (Credit: 4)  
VIST 305, Visual Studies Studio II, Interactive Design Section (Credit: 3)  
VIST 405, Visual Studies Studio III Interactive Design Section (Credit: 3)  
ARTS 308, Sculpture (Credit: 3)  
VIST489/VISA 689, SPTP: Interactive Performance & Technology (Credit: 3)  
VIZA 689, SPTP: Professional Practice (Credit: 4)

**Courses**      **At Simon Fraser University**  
Body Interface (2007-2010)  
Materials in Design (2008-2010)  
Interdisciplinary Design Studio I and II (2007, 2008)  
Wearable Technologies, Experience Design Studio (2006)

#### Graduate Committee Chair

**Completed**      Jake Ross (MS, Graduated in 2013)  
Morgan Jenks (MFA, Graduated in 2014)  
Janelle Arita (MS Candidate, Graduated in 2015)  
Antoinette Bumatay (MS Candidate, Graduated in 2015)

**Ongoing**      Brian Smith (MFA Candidate, Expected to graduate in Fall 2015)  
Tiffany Sanchez (MFA Candidate, Expected to graduate in Fall 2015)  
Pavithra Aravindan (MS Candidate)  
Erica Malone (MS Candidate)  
Stephen Aldriedge (MS Candidate)  
Jessica Berry (PhD Candidate, Expected to graduate in Fall 2016)

#### Graduate Committee Member

**Completed**      Sashikanth Damaraju (PhD, Computer Science, Graduated in 2014)  
Shenfeng Fei (MS, Computer Science, Graduated in 2014)  
Shaghayegh Taheri (MAR Candidate, Architecture, Graduated in 2015)  
Catherine Hervey (MFA Candidate, Graduated in 2015)

**Ongoing**      Shuvashis Das (MFA Candidate)  
Rhema Linder (PhD Candidate, Computer Science)  
Paul Taele (PhD Candidate, Computer Science)  
William Hamilton (PhD Candidate, Computer Science)  
Weilong Yue (MAR Candidate, Architecture)

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#### Service Activities

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##### At Texas A&M University

Department      Committee Member, Graduate Advisory Committee 2011, 2013 - present



