

JERALD THOMAS

PERSONAL DATA

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EDUCATION

MAY 2020 Doctor of Philosophy in COMPUTER SCIENCE
University of Southern California, Los Angeles, California
GPA: 3.28/4.0
Advisor: Dr. Evan Suma Rosenberg

MAY 2015 Bachelors of Science in ELECTRICAL AND COMPUTER ENGINEERING
University of Minnesota, Duluth, Minnesota
Minors: Computer Science, Mathematics
GPA: 3.48/4.0 | MAJOR GPA: 3.74/4.0
Advisor: Dr. Stan Burns

RESEARCH INTERESTS

Redirected walking, collaborative virtual reality, HCI in spatial environments, human robot interaction, wearable computing

PUBLICATIONS

APRIL 2018 **"Collaborative mixed reality (MxR) and networked decision making."**
T. Trout, S. Russel, A. Harrison, R.Spicer, E. Suma Rosenberg, and J. Thomas. To appear in the proceedings of the 2018 SPIE Next Generation Analyst VI. 2018.

NOVEMBER 2017 **"Effects of Personalized Avatar Texture Fidelity on Identity Recognition in Virtual Reality."** J. Thomas, M. Azmandian, S. Grunwald, D. Le, D. Krum, S. Kang, E. Suma Rosenberg. Proceedings of the 27th International Conference on Artificial Reality and Telexistence and the 22nd Eurographics Symposium on Virtual Environments. ACM, 2017.

JULY 2016 **"Revisiting detection thresholds for redirected walking: combining translation and curvature gains."** T. Grechkin, J. Thomas, M. Azmandian, M. Bolas, E. Suma. Proceedings of the 13th Symposium on Applied Perception. ACM, 2016.

MARCH 2014 **"MuVR: A Multi-user Virtual Reality Platform."** J. Thomas, R. Bashyal, S. Goldstein, E. Suma. Proceedings of the 21st conference on Virtual Reality. IEEE, 2014.

JULY 2013 **"Effectiveness of commodity BCI devices as means to control an immersive virtual environment."** J. Thomas, S. Jungst, and P. Willemsen. Proceedings of the 1st Symposium on Spatial User Interaction. ACM, 2013.

SKILLS

Computer Languages: C++/C, Python, C#, Java, Atmel Assembly, VHDL, HTML, CSS
OS Usage: Windows OS, Mac OSX, and Linux
OS Administration: Linux
Other: Creation of environments for virtual reality, design and implementation of experiments including human subject studies

WORK EXPERIENCE

<i>Current</i> AUGUST 2015	Graduate Research Assistant <i>USC Institute for Creative Technologies</i> Assist with demonstrations. Help create, implement, and run user studies. Work on personal research.
SUMMER 2016	Summer Intern <i>Sony Interactive Entertainment America Play Station</i> Worked within the R&D Magic Lab group to prototype novel user interactions. Filled many roles including 3D printed design, asset design, and game design.
SUMMER 2015	Summer Intern <i>USC Institute for Creative Technologies</i> Created mobile VR platform for use at SIGGRAPH Emerging Technologies exhibit. Converted existing redirected walking demo to be used with mobile platform. Ran demonstrations at SIGGRAPH Emerging Technologies exhibit. Helped design and implement two user studies.
MAY 2015 SEPTEMBER 2011	Lab Coordinator Assistant <i>UMD EE Department</i> Maintained department computer systems, labs, and lab equipment. Assisted professors and students with technical issues when needed. Administrated department Cadence system. Updated department website. Filled in as secretary for a semester.
MAY 2014 SEPTEMBER 2012	Undergraduate Research Assistant <i>UMD CS Department</i> Contributed to the development of Quic Energy, an urban radiation simulation project. Helped parallelize project using Nvidia architecture. Introduced new features with personal research interests in mind.
SUMMER 2013	REU Summer Intern <i>USC Institute for Creative Technologies</i> Co-created MuVR (Multi-user Virtual Reality) platform. Lead hardware integration and networking efforts. Created basic game assets.

HONORS

AUGUST 2010	NWC PRESIDENTIAL SCHOLARSHIP
SEPTEMBER 2012	UMD ENGINEERING SCHOLARSHIP
JANUARY 2013	UMD ENGINEERING SCHOLARSHIP
SEPTEMBER 2014	UMD ENGINEERING SCHOLARSHIP
JANUARY 2015	UMD ENGINEERING SCHOLARSHIP
AUGUST 2015	USC VITERBI TOP OFF FELLOWSHIP

VOLUNTEER AND COMMUNITY WORK

MAR 2015	FIRST Referee <i>Duluth FIRST Regional Competition</i>
SUMMER 2014	EE Summer Camp Volunteer <i>UMD EE Summer Camp</i>
MAR 2014	FIRST Referee <i>Duluth FIRST Regional Competition</i>
SUMMER 2012	EE Summer Camp Volunteer <i>UMD EE Summer Camp</i>
AUG 2011 MAR 2015	FIRST Mentor <i>Denfeld High School</i>
AUG 2009 MAR 2011	FIRST Mentor <i>Nevis High School</i>