

SCOTT A. KUHL

skuhl@cs.utah.edu · <http://www.cs.utah.edu/~skuhl/>
50 South Central Campus Drive, Room 3190 · Salt Lake City, UT 84112-9205

EDUCATION

University of Utah, School of Computing, Salt Lake City, UT

Ph.D., Computer Science, expected Summer 2009

Co-advised by Prof. William B. Thompson (School of Computing) and Prof. Sarah H. Creem-Regehr (Department of Psychology)

Thesis title: "The effects of geometric distortions on distance judgments in virtual environments"

Augsburg College, Minneapolis, MN

B.S., Computer Science, May 2004

B.A., Mathematics, May 2004

Magna Cum Laude, Honors Program graduate, Computer Science departmental honors

RESEARCH INTERESTS

Immersive virtual environments, human-computer interaction, computer graphics, visual perception

PROFESSIONAL EXPERIENCE

Research Assistant

July 2004 – Present

School of Computing, University of Utah, Salt Lake City, UT

Under the guidance of Prof. William B. Thompson and Prof. Sarah H. Creem-Regehr

Research Internship

Summer 2002

School of Computing, University of Utah, Salt Lake City, UT

Under the guidance of Prof. William B. Thompson and Prof. Sarah H. Creem-Regehr

Research Assistant

May 2001 – July 2004

Augsburg College, Minneapolis, MN

TEACHING EXPERIENCE

Instructor

Fall 2008

School of Computing, University of Utah, Salt Lake City, UT

Lectured and held labs for Introduction to Java for non-CS majors (CS1021); graded assignments, held office hours, and developed assignments and lectures

Volunteer Teacher

September 2003 – December 2003

Learning in Style Adult Immigrant Education Center, Minneapolis, MN

Helped adult immigrants learn basic English and computer skills

PUBLICATIONS

Author-prepared versions of all publications are available online at:

<http://www.cs.utah.edu/~skuhl/research>

Refereed Journal Publications:

- Scott A. Kuhl, William B. Thompson, and Sarah H. Creem-Regehr, “HMD calibration and its effects on distance judgments,” *ACM Transactions on Applied Perception* (submitted).
- Scott A. Kuhl, Sarah H. Creem-Regehr, and William B. Thompson, “Recalibration of Rotational Locomotion in Immersive Virtual Environments,” *ACM Transactions on Applied Perception* 5(3), pp. 17:1–17:11. August 2008.

Refereed Conference Publications:

- Scott A. Kuhl, William B. Thompson, and Sarah H. Creem-Regehr, “HMD calibration and its effects on distance judgments,” In *Proceedings of the Fifth ACM SIGGRAPH Symposium on Applied Perception in Graphics and Visualization (APGV)*, pp. 15–22. Los Angeles, CA. August 2008.
- Scott A. Kuhl, William B. Thompson, and Sarah H. Creem-Regehr, “Minification influences spatial judgments in virtual environments,” In *Proceedings of the Third ACM SIGGRAPH Symposium on Applied Perception in Graphics and Visualization (APGV)*, pp. 15–19. Boston, MA. July 2006.
- Scott A. Kuhl, “Recalibration of Rotational Locomotion in Immersive Virtual Environments,” In *Proceedings of the First ACM SIGGRAPH Symposium on Applied Perception in Graphics and Visualization (APGV)*, pp. 23–26. Los Angeles, CA. August 2004.
- Scott A. Kuhl and Karen T. Sutherland, “Self Localization in Virtual Environments using Visual Angles,” In *Proceedings of the ACM SIGGRAPH International Conference on Virtual Reality Continuum and its Applications in Industry (VRCAI2004)*, pp. 472–475. Singapore. June 2004.

Refereed Abstracts:

- Scott A. Kuhl, William B. Thompson, and Sarah H. Creem-Regehr, “Angle of declination manipulations and their effects on distance judgments in virtual environments,” Presented as a poster at *Vision Sciences Society*, published in *Journal of Vision* 8(6), p. 751. May 2008.
- Scott A. Kuhl, Sarah H. Creem-Regehr, and William B. Thompson, “Individual differences in accuracy of direct blind walking to targets on the floor,” Presented as a poster at *Vision Sciences Society*, published in *Journal of Vision* 6(6), p. 726. May 2006.

INVITED TALKS

- NSF Computer Science, Engineering, and Mathematics (CSEM) Scholarship Seminar at Augsburg College. “Human Perception and Improving Virtual Environments” and “Why you should (and shouldn’t) go to graduate school.” Minneapolis, MN. February 2006.

AWARDS

- NSF Graduate Research Fellowship Honorable Mention 2005
- Wayne Brown Fellowship, College of Engineering, University of Utah 2004–2005
- NSF Computer Science, Engineering, and Mathematics (CSEM) Scholarship 2002–2004
- Regents’ Scholarship, Augsburg College 2000–2004
- Dean’s list every semester at Augsburg College 2000–2004
- Placed 4th (of 34) in programming contest at Midwest Instruction and Computing Symposium (MICS). College of St. Scholastica, Duluth, MN April 2003
- Member of Alpha Chi National College Honor Society Inducted Spring 2003
- US Army Reserve National Scholar/Athlete Award 2000

PROFESSIONAL MEMBERSHIPS

- Vision Sciences Society
- Association for Computing Machinery (ACM)

PROFESSIONAL ACTIVITIES

Reviewer for Conference Proceedings:

- IEEE-VR (Virtual Reality) conference
- Eurographics Symposium on Virtual Reality

Leadership:

- Helped start Augsburg College’s local Association for Computing Machinery (ACM) chapter; Secretary 2002–2003, Chair 2003–2004
- Organized Augsburg College’s first programming contest

REFERENCES

References available upon request.