

Jason Wither

718 Gayley Walk Apt. 105, Goleta, CA 93117
(805) 637-9381
jwither@cs.ucsb.edu
<http://www.cs.ucsb.edu/~jwither>

EDUCATION

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| Doctorate of Philosophy, Computer Science (Projected)
<i>University of California, Santa Barbara</i>
Thesis title: Annotation at a Distance in Augmented Reality | 2005-2008 |
| Master of Science, Computer Science
<i>University of California, Santa Barbara</i>
Research Focus: Outdoor Augmented Reality | 2003-2005 |
| Bachelor of Science, Computer Science
<i>Harvey Mudd College</i> | 1998-2002 |
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WORK EXPERIENCE

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| Research Assistant
<i>UC Santa Barbara, Santa Barbara, California</i>
Conducted research in the field of Augmented Reality with an emphasis on Anywhere Augmentation. Projects focused on interaction at a distance, and usability of AR devices and techniques. Related research fields include human computer interaction, computer vision, and computer graphics. Developed in a Linux environment in C and C++ using tools including OpenCV and OpenGL | June 2005 - Present |
| Research Assistant
<i>University of South Australia, Mawson Lakes</i>
Worked on a research project integrating an small laser range finder into an outdoor augmented reality application via a serial interface. | June 2007 – August 2007 |
| Research Assistant
<i>Harvey Mudd College, Claremont, California</i>
Worked on a two student nine month project in photorealistic rendering. Project focused on adding specular highlights to a scene rendered with traditional radiosity. Developed using C++ and OpenGL in Linux. | May 2002 – August 2002 |
| Senior Project
<i>Teradyne, Agoura Hills, California</i>
Year long company sponsored team project to parse code and automatically generate equivalent code that could be run remotely. Worked on creating remote code in Java, C++ and Perl using Java RMI, CORBA, and SOAP. | August 2001 – May 2002 |
| Software Engineer
<i>Bentley Nevada, Minden, Nevada</i>
Wrote a dialog based application to move data from an already built product database to a new incompatible database according to dialog based user input. Worked in Visual C++ using Bentley's in-house database API. | May 2001 – August 2001 |

Software Engineer

May 2000 – August 2000

Mindcruiser.com, Pomona, CA

Wrote middleware of web based information sharing software. Worked in Java and used HTML and SQL to build dynamic web pages with database content.

Research Assistant

May 1999 – July 1999

Geophysics Institute, Potsdam, Germany

Wrote software in Java to solve iterative formulas used for computing flow rates in polyphase rocks, as well as saving all results to a searchable database.

PUBLICATIONS

- J. Wither, C. Coffin, J. Ventura, and T. Höllerer. Fast Annotation and Modeling with a Single-Point Laser Range Finder. *In Proc. for the ACM/IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, Sept. 15-18, 2008.
- S. DiVerdi, J. Wither, and T. Höllerer. Envisor: Online Environment Map Construction for Mixed Reality. *In Proc. for IEEE Virtual Reality*, Mar. 8-12, 2008. **Best Paper Honorable Mention**
- J. Wither, S. DiVerdi, and T. Höllerer. Evaluating Display Types for AR Selection and Annotation. *I In Proc. for the ACM/IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, Nov. 13–16, 2007.
- T. Höllerer, J. Wither and S. DiVerdi. "Anywhere Augmentation": Towards Mobile Augmented Reality in Unprepared Environments. In: G. Gartner, M.P. Peterson, and W. Cartwright (Eds.), *Location Based Services and TeleCartography*, Series: *Lecture Notes in Geoinformation and Cartography*, Springer Verlag, 2007, pp. 393–416.
- J. Wither, S. DiVerdi, T. Höllerer. "Using Aerial Photographs for Improved Mobile AR Annotation." *In Proc. for the ACM/IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, Oct. 22-25, 2006.
- J. Wither and T. Höllerer. "Evaluation of Interaction Choices for Outdoor Augmented Reality." *In Proc. for the ISMAR Student Research Colloquium*, Oct. 22, 2006.
- J. Wither and T. Höllerer. "Pictorial Depth Cues for Outdoor Augmented Reality." *In Proc. for the IEEE International Symposium on Wearable Computers (ISWC)*, Oct. 18-21, 2005. **Best Paper Nominee**
- A. Black, T. Kuo, M. Peljhan, M. Quinn, B. Springer, J. Wither. "Spheres of Influence." *In the Interactive Digital Multimedia IGERT Annual Research Review*, Oct. 10, 2005.
- J. Wither. "Interaction and Annotation at a Distance in Outdoor Augmented Reality." *Masters Thesis*, September 2005.
- J. Wither and T. Höllerer. "Evaluating Techniques for Interaction at a Distance." *In Proc. for the IEEE International Symposium on Wearable Computers*, Oct. 31-Nov. 3, 2004.

TEACHING EXPERIENCE**Teaching Associate***UC Santa Barbara, Santa Barbara, California*

- Spring 2007 – CMPS 12 Programming Methods in C

Teaching Assistant*UC Santa Barbara, Santa Barbara, California*

- Summer 2006 – CMPS 60 Introduction to C, C++, and UNIX
- Summer 2005 – CMPS 60 Introduction to C, C++, and UNIX
- Fall 2004 – CMPS 60 Introduction to C, C++, and UNIX
- Spring 2004 – CMPS 60 Introduction to C, C++, and UNIX

ACADEMIC ACTIVITIES

Program Committee

- International Symposium on Mixed and Augmented Reality, Sept. 2008

Program Committee

- Graduate Student Workshop on Computing, Sept. 2007

Local Arrangement Chair

- International Symposium on Mixed and Augmented Reality, Oct. 2006

Invited Talk

- Colloquium talk at Cal. State University, San Bernardino. Spoke about Augmented Reality. May 2006. San Bernardino, CA.
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AWARDS

- NSF IGERT Digital Multimedia Fellowship for 2007-2008 academic year.
 - NSF EAPSI Fellowship to study in Australia, summer 2007.
 - State RAship for 2005-2006 academic year.
 - NSF IGERT Digital Multimedia Summer Fellowship, summer 2005.
 - Best TA of the Quarter, spring 2004 while TAing *Introduction to C, C++, and UNIX*.
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VOLUNTEERING

- President, Computer Science Graduate Representatives. UC Santa Barbara, Sept. 2007 – Current.
- Computer Science Department Representative to the UCSB Graduate Student Assembly. UC Santa Barbara, Sept. 2004 – Current.
- Treasurer, Computer Science Graduate Representatives. UC Santa Barbara, Sept. 2006 – 2007.
- LEAPS visit, lab workshop for local eight grade science classes, Jan. 30, 2007 / Apr. 8, 2008.
- Los Ingenieros / MESA Science and Technology Day. Conducted workshop for local high school students. Mar. 5, 2005 / Apr. 24, 2004.
- Student Volunteer at SIGGRAPH 2004, August 2004.