Logan C. Stevens

College Park, Maryland • 443-752-1565

lsteven7@umd.edu • linkedin.com/in/logan-c-stevens

EDUCATION

University of Maryland, College Park, MD, USA

- *Master of Science — Computer Science, 4.0 GPA*   Jan. 2024 – May 2025
  — Research Interests: Extended/Virtual/Augmented Reality (XR/VR/AR), virtual environments, human-computer interaction, interactive technologies, education
- *Bachelor of Science — Computer Science, Honors, 3.75 GPA*   Jan. 2020 – Dec. 2023
- *Bachelor of Arts — Theatre, 3.75 GPA*   Jan. 2020 – Dec. 2023

Harford Community College, MD, USA

- *Associate of Science — Computer Science, Honors, 3.67 GPA*   Aug. 2017 – Aug. 2019

AWARDS & HONORS

Clifford & Camille Kendall Computer Mathematical & Natural Sciences Scholarship	Aug. 2023
2022 Diversity Conference Award	Oct. 2022
exploreCSR Research Award (Brown Undergraduate CS Research Symposium)	May 2022
oSTEM 2020 Hackathon Winner	Nov. 2020
2020 Diversity Conference Award	Aug. 2020
Betty Beckley Award	Jul. 2020

RESEARCH EXPERIENCE

GAMMA Labs, University of Maryland, College Park   Jun. 2020 – Present

Research Assistant (Advisor: Dr. Dinesh Manocha)

- **Redirected Walking Thresholds Research Project**
  Leads software implementation for investigating human perception and accurately estimating users' thresholds for tolerance of visual gains in VR using the Unity engine and C#. [demo video link]

- **XR and Education Analysis Research Project**
  Designed an interactive lecture hall virtual environment and input interface using the Unity Engine and C# for ongoing research in XR educational telepresence and its effects. [link]

Small Artifacts Lab, University of Maryland, College Park   Aug. 2022 – Dec. 2022

Student Researcher (Advisor: Dr. Huaishu Peng)

- **VR RT²: VR-Integrated Real-Time RaceTrack Simulator**
  Used computer vision, the Unity Engine, and custom C# scripts, to create a system that converts a physical racetrack model to an interactive VR-simulated racing environment in real-time. [link]

MIND Lab, University of Maryland, College Park   Jan. 2022 – May 2022

Student Researcher (Advisor: Dr. Ashok Agrawala)

- **AR and Building Analytics and Maintenance Project**
  Integrated AR support for inbuilt sensors, analytics, and maintenance for the UMD Iribe building using Unity, MRTK, and ArcGIS in collaboration with the UMD MIND Lab. [link] [demo video link]

Google exploreCSR Program, Brown University   Jan. 2022 – May 2022

Visiting Researcher (Advisor: Dr. James Tompkin)

- **"Artificial Intelligence and the Arts: Towards AI-Guided Accessible Learning Spaces in Virtual Reality" Research Project**
  Investigated the potential for AI integration in accessibility-enhancing techniques and applicability in XR. Presented findings and software demos at the 7th Annual Brown Undergraduate CS Research

Symposium where the project placed top three among many projects presented. [poster link] [demo video link]

PAPERS & POSTERS

(1) **L Stevens**, LA Weissman, J Steigelman, M Bouabid. Artificial Intelligence and the Arts: Towards AI-Guided Accessible Learning Spaces in Virtual Reality. *7th Annual Brown University CS Research Symposium* [Top three research project] [poster link] [demo video link]

(2) **L Stevens**, E Childs, F Mohammad, H Burbelo, A Awoke, N Rewkowski, D Manocha. An Overview of Enhancing Distance Learning Through Augmented and Virtual Reality Technologies. *IEEE Transactions on Visualization and Computer Graphics (TVCG) (Accepted)* [link]

TEACHING EXPERIENCE

Computer Science Instructor and Instructional Designer   Jan. 2023 – Dec. 2023

University of Maryland, College Park - Department of Computer Science

- Instructor and instructional designer for the courses:
  - CMSC388Y: History of Computer Science and Digital Technologies. [link]
  - CMSC398N: Ethics in Computer Science. [link]
- Delivered lectures and facilitated discussion for a full roster of undergraduate computer science students.
- Designed and graded assignments of various types (programming, written, oral, etc.).
- Developed course curriculum, content, and in-lecture exercises.

Computer Science Ambassador & Tutor   Aug. 2021 – Jan. 2023

University of Maryland, College Park - Iribe Initiative for Inclusion and Diversity in Computing (I4C)

- Planned and taught a K-12 curriculum and created engaging lessons in-person, remotely, and hybrid.
- Improved existing curriculum by working with instructors to revamp logistics, programs, and events.
- Assisted in programming languages, troubleshooting, effective study habits, and understanding concepts.
- Guided peers toward developing independent thinking through open-ended questions.
- Connected with students of underrepresented minorities to promote diversity in the CS community.

Computer Science Instructional Designer   Jan. 2022 – May 2022

University of Maryland, College Park - Department of Computer Science

- Collaborated with educators and researchers and employed pedagogical techniques to design the curriculum for CMSC395: Teaching Techniques for Computer Science.

MicroMasters Course Program Facilitator   Jun. 2021 – Aug. 2021

University of Maryland, College Park - Robert H. Smith School of Business

- Maintained an active understanding of course structure and content to assist students.
- Engaged with external stakeholders and campus partners to gather data from various sources (Tableau, edX, Qualtrics) to produce and deliver course-specific metrics and insights.
- Served as teaching assistant and tech. lead/producer for live faculty webinars.
- Performed quality assurance tests within each course.

Instructional Design Intern   Jun. 2020 – May 2021

University of Maryland, College Park - Office of Transformational Learning

- Conducted inter-departmental pedagogical research to present insights to university instructors.
- Designed frontend LMS paradigms to create accessible learning experiences for online students.
- Developed lecture content (e.g., creative thinking assignments, exercises, and instructional videos).

Teaching Assistant / Peer Leader   Jul. 2020 – Dec. 2020

University of Maryland, College Park - Department of Letters & Sciences

- Represented the UMD Transfer Student Community as a leader and role model.
- Created course content.

Computer Science & Mathematics Learning Assistant   Sep. 2019 – Jan. 2020

Harford Community College

- Supported peers with material for a variety of STEM courses from assembly programming to calculus.

- Promoted effective learning strategies for a variety of course content, requiring mastery of many programming languages and mathematical techniques.

INDUSTRY EXPERIENCE

AR/VR Engineering Intern
Corning Incorporated
Jun. 2023 – Aug. 2023

- Facilitated debugging issues across AR/VR services, at all component levels.
- Created prototypes, codes, tests, debugs, documents, and implemented systems.
- Demonstrated use of AR/VR in technical meetings for internal and external representatives concerning.

SKILLS

Computing Skills

C#, C++, C, Computer Vision, Unity Engine, Meta (Oculus) Quest, Microsoft HoloLens, Mixed Reality Toolkit (MRTK), Java, Assembly Language (x86 & AVR), Python, git, HTML, CSS, JavaScript, Agile, Jira, Canvas/ELMS, edX LMS, LaTeX

Subjects

Virtual/Augmented reality (XR/VR/AR), spatial computing, human-computer interaction, interactive technologies, algorithms, virtual environments, instructional design, education, robotics

PROFESSIONAL SERVICE & COMMUNITY INVOLVEMENT

Undergraduate Student Representative - Computer Science Education Committee
Aug. 2023 – Dec. 2023

University of Maryland, College Park - Department of Computer Science

- Peer-elected to represent the UMD Computer Science undergraduate student body.
- Advises the Computer Science Department on decisions regarding academic program administration.

Computer Science Student Advisory Board Co-Chair
Feb. 2023 – Dec. 2023

University of Maryland, College Park - Department of Computer Science

- Represents the UMD Computer Science student body and interacts with department leadership on issues and programming pertaining to academics, diversity and inclusion, and student support.
- Advocates for students by voicing student feedback and concerns.

Undergraduate Senator - UMD Senate
Mar. 2021 – Mar. 2022

University of Maryland, College Park

- Peer-elected as an undergraduate senator to advise the University President on UMD policy matters imposed by mandates from the University of Maryland System Board of Regents and/or Chancellor.
- Reviewed and submitted reports and recommendations, while representing the 6,000+ undergraduates in the College of Computer, Mathematical, and Natural Sciences, in the Senate body.

MEDIA COVERAGE

- *50 Queer Scientists - **oSTEM at UMD***
  Link: https://ostem.umd.edu/50-queer-scientists/50-queer-scientists-gallery/

- *'The future belongs to you' Bel Air High speaker tells fellow graduates, as first quarter of their lives ends - **Baltimore Sun***
  Link: https://www.baltimoresun.com/maryland/harford/aegis/ph-ag-grad-bel-air-2017-0609-20170607-story.html

- *Incoming Harford Community College students get acclimated to college life during iPrep week - **Baltimore Sun***
  Link: https://www.baltimoresun.com/maryland/harford/aegis/ph-ag-hcc-iprep-1117-story.html