

DEVIN LANGE

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🎓 EDUCATION

University of Utah, Salt Lake City, Utah Fall 2019 – Present

Ph.D. student researching visualization systems advised by Dr. Alexander Lex

University of Minnesota, Minneapolis, Minnesota 2012 – 2016

B.S. in Computer Science, with minor in Mathematics, *summa cum laude*

★ AWARDS AND HONORS

Honorable Mention for Best Paper Award (top 20 paper out of 445 submissions), IEEE VIS 2021

Honorable Mention for Best Abstract Award, BioVis 2021

Shane Robison Fellowship, University of Utah 2019

Presidential Scholarship, University of Minnesota 2012

📄 PUBLICATIONS AND PREPRINTS

Loon: Using Exemplars to Visualize Large-Scale Microscopy Data. IEEE Transactions on Visualization and Computer Graphics (Proceedings of VIS) 2021

DOI: 10.1109/TVCG.2021.3114766

Devin Lange, Eddie Polanco, Robert Judson-Torres, Thomas Zangle, Alexander Lex

★ **Honorable Mention Award** · 🌐 loon.sci.utah.edu · 📄 github.com/visdesignlab/Loon

Trajectory Mapper: Interactive Widgets and Artist-Designed Encodings for Visualizing Multivariate Trajectory Data. In Proceedings of EuroVis Conference (Short Papers), DOI:

10.2312/eurovisshort.20171141 2017

Devin Lange, Francesca Samsel, Ioannis Karamouzas, Stephen J. Guy, Rodney Dockter, Timothy M. Kowalewski, Daniel F. Keefe

Optimization-based computation of locomotion trajectories for Crowd Patches. In Proceedings of the Seventh International Conference on Motion in Games, 7–16, DOI: 10.1145/2668064.2668094 2014

Jose Guillermo Rangel Ramirez, **Devin Lange**, Panayiotis Charalambous, Claudia Esteves and Julien Pettré

👛 PROFESSIONAL EXPERIENCE

Software Developer, Epic Systems Corporation, Wisconsin 2016 – 2019

- Lead Developer on a 10,000+ hour project to create a tool for reviewing medical result data.
- Organized brain trust to get input from physician leads across many organizations.
- Created and taught learnToCode advanced class after hours to coworkers.

Research Assistant for Dr. Daniel Keefe, University of Minnesota 2015 – 2016

- Developed an open-source application in C++ for viewing and analyzing multivariate trajectory data.
- Created framework to aid in the development of future linking and brushing applications.

Research Assistant for Dr. Julian Pettré, INRIA, France Summer of 2014

- Created and implemented an algorithm to compute locomotion trajectories for the Crowd Patches project.
- Created visualization for video, diagrams, and assisted with paper for publication

Research Assistant for Dr. Stephen J. Guy, University of Minnesota Summer of 2013

- Created pipeline to do offline rendering of crowd simulations using Python and Mitsuba.
- Developed a motion control system for quadcopters in Python.

TEACHING

Guest Lecturer for Software Practice , University of Utah	Fall 2021
Teaching Assistant for Data Science , University of Utah	Spring 2021
Teaching Assistant for Data Visualization , University of Utah	Fall 2020
Teaching Assistant for Honors Intro to Computer Science , University of Minnesota	Fall 2013

PRESENTATIONS

Loon: Using Exemplars to Visualize Large-Scale Microscopy Data

- Paper Talk, IEEE VIS, Virtual, October 29, 2021
- Invited Talk, BioVis at ISCB, Virtual, July 27, 2021
- Invited Talk, Department of Biomedical Informatics, Harvard Medical School, Boston, MA, (virtual) May 12, 2021

Trajectory Mapper: Interactive Widgets and Artist-Designed Encodings for Visualizing Multivariate Trajectory Data

- Paper Talk, EuroVis 2017, Barcelona, Spain, June 2017
- Undergraduate Honors Thesis, Department of Computer Science, University of Minnesota, Minneapolis, MN, May, 2016

</> PROGRAMMING EXPERIENCE

Typescript, Javascript, CSS, HTML, Python	5+ years
D3, C#, M, C++	3 years
Vega-Lite, Matplotlib, GLSL, C, MATLAB, Java, Processing, PHP, SQL, Scheme, Lisp	<1 year

★ SERVICE

President of Graduate Student Advisory Committee, University of Utah	2020 – 2021
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