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, 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), Preprint DOI: 10.31219/osf.io/dfajc   2021

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

Teaching Assistant for Data Science, University of Utah　　　　　　　　　　Spring 2021
- Homework creation, grading, office hours, lecture

Teaching Assistant for Data Visualization, University of Utah　　　　　　　　Fall 2020
- Homework creation, grading, office hours, lecture

Teaching Assistant for Honors Intro to Computer Science, University of Minnesota　　Fall 2013
- Homework creation, grading, office hours,

🖥 Presentations

Loon: Using Exemplars to Visualize Large-Scale Microscopy Data
- <u>Invited Talk</u>, Department Of Biomedical Informatics, Harvard Medical School, Boston, MA, (virtual) May 12, 2021
- <u>Paper Talk</u>, BioVis, Virtual, July 27, 2021

Trajectory Mapper: Interactive Widgets and Artist-Designed Encodings for Visualizing Multivariate Trajectory Data
- <u>Paper Talk</u>, EuroVis 2017, Barcelona, Spain, June 2017
- <u>Undergraduate Honors Thesis</u>, 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 Advisor Committee, University of Utah　　　　2020 – Present