Logan Lane

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https://github.com/LoganLane

SUMMARY

- Second year PhD student at Virginia Tech researching advanced collaboration systems using AR/VR technologies

- Prior experience managing diverse students on various projects while an undergraduate student

- Utilized Unity and C# to develop immersive prototypes for future research projects

- Currently planning user studies to be published at future immersive technology research conferences

- Previous experience developing mobile applications using Xcode, UIKit, and Swift

EDUCATION

Virginia Tech Blacksburg, VA, USA
Ph.D. in Computer Science and Applications advised by Doug A. Bowman - 3.8/4.0 GPA Aug. 2021–Current

University of Virginia's College at Wise Wise, VA, USA
B.S. in Management and Information Systems - 3.4/4.0 GPA May. 2018–May 2021

EXPERIENCE

Virginia Tech Blacksburg, VA, USA
Graduate Teaching Assistant Aug. 2021–Current

- Provided assistance to over 200 undergraduate students during scheduled office hours for Professionalism in Computing and Introduction to Database Management courses
- Collaborated with professor and other teaching assistants to grade coursework throughout the semester

Virginia Tech Blacksburg, VA, USA
Graduate Research Assistant May. 2022–Aug. 2022

- Conducted research under supervision of Doug A. Bowman regarding a remote, simulated augmented reality collaboration system for the Meta Quest
- Generated prototype applications using C# and Unity technologies

University of Virginia Remote
ACCORD Intern May. 2020–Jul. 2021

- Co-founded DevHub@Wise, a student software development community
- Worked as project lead of InAttendance, an attendance app for the UVA Wise campus built using Swift
- Collaborated with UVA administration and other interns to develop grant proposal for over $40,000 of DevHub@Wise funding

University of Virginia's College at Wise - Student Support Services Wise, VA
Transfer Student Mentor May. 2019–May. 2021

- Assisted incoming UVA Wise transfer students by holding office hours to discuss issues in the classroom, schedule tutoring hours, and emailing weekly updates to students

– Hosted workshops and networking opportunities for students throughout the semester

SWCC Upward Bound   Cedar Bluff, VA

Instructor & Teaching Assistant   May. 2017–July. 2019

– Taught Raspberry Pi/Linux & Algebra 1 class to high school students

– Assisted other instructors by preparing class materials and assisting with other day-to-day needs

SKILLS

- **Programming Languages:** C++, C#, Swift, Python, SQL, Kotlin
- **Development Tools:** Unity 3D, Git, Xcode, Android Studio

PROJECTS

- **PlayStation VR Trophy Room (2022)**
  Developed a Unity program that allows users to interact with their PlayStation trophy collection in VR
- **Remote Collaboration System for Meta Quest 2 (2022)**
  Developed a remote, simulated augmented reality collaboration system for the Meta Quest 2
- **Virtual Loupes Augmented Reality Microsurgery Aid (2022)**
  Extended functionality of existing virtual loupes prototype by porting software to the Varjo XR3
- **A Digital Twin Based Approach to Smart Lighting Design (2022)**
  Developed methods and techniques to support smart lighting design in an immersive virtual reality experience
- **TweetCSVAnnotator (2021)**
  Developed utility to rapidly annotate CSV entries for hate-speech detection algorithm using Swift

PUBLICATIONS

[1] J. Thomas, S. W. Lee, A. Giovannelli, **L. Lane**, and D. Bowman, *A communication-focused framework for understanding immersive collaboration experiences*, 2023.

[2] E. Mohammadrezaei, A. Giovannelli, **L. Lane**, and D. Gračanin, "A digital twin based approach to smart lighting design", in *2022 Winter Simulation Conference (WSC)*, 2022.

SCHOLARSHIPS AND AWARDS

- UVA Wise Unsung Hero Award   2021
- TICE Total Achievement Award   2020
- Dr. Anne Crum Student Leadership Award   2015