

Research Interests

Embodied Interactions, Game Design, Serious Games, Tangible Interfaces

Education

University of Colorado Boulder

MS Technology Media and Society: 4.0 GPA
Fall 2017 – Present

Rochester Institute of Technology

BS Game Design and Development: 3.8 GPA
Fall 2012 – Spring 2016

Research Experience

Haptic VR Wizard

Summer 2017 – Present

Advisor: Daniel Leithinger, THING Lab, ATLAS Institute, CU Boulder

Developed a Virtual Reality CAD tool for prototyping tangible interfaces. The technologies used included HTC Vive Pro, Unity, and Leap Motion.

Family Creative Learning

Fall 2017 – Spring 2018

Advisor: Ricarose Roque, Creative Communities, CMCI, CU Boulder

Facilitated two series of workshops designed to engage families in learning computer science skills.

Engineering Experiences

Fall 2017 – Spring 2018

Advisor: Tamara Sumner, Sumner Lab, CEAS, CU Boulder

Developed two Augmented Reality web applications for previewing STL files of 3D printed components as part of an engineering education curriculum.

Work Experience

Interactive Developer

June 2016 – June 2017

Sapient Nitro, Boston MA

Participated during every step of the process in creating rich web applications and static sites for clients, including: design, development, and deployment.

Full-Stack Development Intern

June 2015 – Aug 2015

Choozle, Denver CO

Assisted in the Development of the Choozle advertising platform. Work consisted of bug fixing, feature additions, code refactoring, and deploying live updates.

Publications

Bhaduri, S., & Van Horne, K., & **Gyory, P.**, & Ngo, H., & Sumner, T. (2018, June), *Enhancing 3D Modeling with Augmented Reality in an After-school Engineering Program (Work in Progress)* Paper presented at 2018 ASEE Annual Conference & Exposition, Salt Lake City, Utah. <https://peer.asee.org/30424>

Powell, D., & **Gyory, P.**, & Roque, R., & Bruns, A. 2018. The telling board: an interactive storyboarding tool for children. In *Proceedings of the 17th ACM Conference on Interaction Design and Children (IDC '18)*. ACM, New York, NY, USA, 575-580. DOI: <https://doi.org/10.1145/3202185.3210778>

Teaching Experience

Graduate Mentor

Sept 2018 – Present

ATLAS Institute, University of Colorado Boulder

Served as lab manager for the general graduate lab and held office hours for students who need assistance with courses or meeting faculty.

ATLAS Virtual Reality Jam

Sept 8 – 9, 2018

ATLAS Institute, University of Colorado Boulder

Organized two 10-hour workshops over the course of a single weekend, where participants were taught the basic skills to develop VR applications with Unity.

Multiplayer Games Workshop

Oct 4 & 11, 2018

ATLAS Institute, University of Colorado Boulder

Organized a two-day workshop series on how to implement multiplayer browser games with JavaScript, Node.js, and Websockets.

Skills

Virtual Reality: HTC Vive, Oculus Rift, A-Frame, Motion Capture

Physical Computing: Arduino, Raspberry Pi, Fritzing

Digital Fabrication: Fusion 360, 3D Printing, Laser cutting

Web Development: WebGL, JavaScript (Three.js, Socket.io, Node.js, ...)

Game Development: Unity, C#, C++