

Carmine Elvezio

carmine@cs.columbia.edu | <https://www.linkedin.com/in/carmin-elvezio> | www.carminelvezio.com

EDUCATION

Columbia University, New York, NY

PhD, Computer Science, June 2021; MPhil, Computer Science, 2021; MS, Computer Science, 2012

Advisor: *Prof. Steven Feiner*, Thesis: *XR Development with the Relay & Responder Pattern*

Polytechnic Institute of New York University, Brooklyn, NY

BS, Computer Science, June 2010 (Summa Cum Laude) NYU-Poly Presidential and Lamelson Scholarships

SELECTED EXPERIENCE (Additional experience listed on my website)

Columbia University (New York, NY)

September 2019– June 2021

PhD Student (Advisor: Prof. Steven Feiner)

- Created and studied *XR (AR/VR/MR) and haptic interaction and visualization techniques*
- Conducted experiments across domains including medicine, maintenance, aerospace, and music
- Completed *dissertation* on a new software pattern for XR development, released as open-source project
- Published in *ACM UIST*, *CHI*, and *SUI*, and *IEEE ISMAR*, *VR*, and *IROS*
- Assisted teaching *3D User Interfaces and Augmented Reality* and *Topics in AR/VR*

Computer Graphics & User Interfaces Lab, Columbia University (New York, NY)

September 2010–August 2019

XR Research Scientist

- Developed XR systems, calibration tools, and libraries supporting voice/touch input, and hand/eye tracking
- Created numerous *task guidance systems* for XR devices for local and remote collaboration
- Developed *hybrid XR systems* for 3D content exploration and urban data visualization
- Developed XR systems aiding in *complex surgical tasks* and visualizing *ophthalmological* conditions
- Filed patents for *virtual replicas in XR collaboration* and *AR guidance in performing medical procedures*

Columbia Robotics Group, Columbia University (New York, NY)

December 2011–June 2012

Research Assistant

- Created UI for control of robotic hands and automated grasp selection using brain control interfaces

ARchemist (New York, NY)

November 2011–July 2012

Software Engineer—Server Development

- Created 3D model database, server and web UI, with support for streaming content to mobile devices
- Developed streaming system for compact 3D model transmission over network

SELECTED SPONSORED PROJECTS (Additional sponsored projects listed on my website)

DARPA & Columbia - Cone of Silence

June 2021–September 2021

- Worked on XR privacy system facilitating communication in sensitive environments
- Managed team of interns and researchers in creating technology demos and prototypes

Hakuhodo DY Holdings & Columbia - AR Volleyball

March 2019–June 2021

- Developed multi-player AR volleyball game supporting integration of reconstructed remote environments
- Managed team of researchers and interns in creating and delivering prototypes and technical reports

Verizon & Columbia - Remote Rehabilitation

September 2017–January 2019

- Created VR system enabling remote physical rehabilitation over 5G networks
- Worked closely with Verizon management and technical personnel to create optimized 5G protocol

Naval Sea Systems Command & Columbia - AR Task Guidance

May 2015–December 2015

- Created automated AR guidance system, and associated calibration tools, for complex assembly tasks
- Managed team to integrate system and calibration tools into proprietary NAVSEA tool chain

SELECTED PUBLICATIONS (Additional publications listed on my website)

Liu, J.-S., Elvezio, C., Tversky, B., & Feiner, S. (2021). Using Multi-Level Precueing to Improve Performance in Path-Following Tasks in Virtual Reality. *2021 IEEE ISMAR 2021*. <https://doi.org/10.1109/TVCG.2021.3106476>

Krösl, K., Elvezio, C., Luidolt, L. R., Hürbe, M., Karst, S., Feiner, S., & Wimmer, M. (2020). CatARact: Simulating cataracts in augmented reality. *2020 IEEE ISMAR*. <https://doi.org/10.1109/ISMAR50242.2020.00098>

Elvezio, C., Sukan, M., & Feiner, S. (2018). Mercury: A messaging framework for modular UI components. *2018 ACM CHI*. <https://doi.org/10.1145/3173574.3174162>. ([GitHub](#))

SKILLS

Engines/Graphics Platforms: Unity, Unreal, OpenGL, Vulkan, Direct3D

XR Platforms/APIs: Oculus, Vive, SteamVR, MRTK, HoloLens, Vuforia, ARCore, ARToolkit

Languages: C++, C#, C, GLSL, HLSL, Java, Python, PHP, CUDA, R

OSs: Windows (.NET/COM), macOS, Linux, iOS, Android

Graphics: Multi-core rendering, simulation, GPU, engine development, 3D math (linear algebra, quaternions)

UX and UI design: JavaScript, XAML, HTML, Figma, CSS, Bootstrap