Logan Stevens

College Park, Maryland • 443-752-1565
logancolestevens@gmail.com • linkedin.com/in/logan-c-stevens

Education

University of Maryland, College Park January 2020 – December 2023
Bachelor of Science — Computer Science & Theatre (Double Degree), Honors, 3.75 GPA

Research Experience

GAMMA Labs, University of Maryland, College Park June 2020 – Present
Research Assistant (Advisor: **Dinesh Manocha**)

- **AR and Building Analytics and Maintenance Research Project:**
  Integrating AR support for inbuilt sensors, analytics, and maintenance for the UMD Iribe building using Unity, MRTK (Microsoft Mixed Reality Toolkit), and ArcGIS in collaboration with the UMD MINDLAB.
- **Redirected Walking Thresholds Research Project:**
  Lead software implementation for experiments investigating human perception and accurately estimating users' thresholds for tolerance of visual gains in VR using the Unity engine and C#.
- **XR and Education Analysis Project:**
  Created and implemented a lecture hall environment and whiteboard interface using the Unity Engine and C# for continuing research in VR and AR educational telepresence and its effects. Co-authored a literature review of the field at large.

exploreCSR Program, Brown University January 2022 – May 2022
Visiting Researcher (Advisor: **James Tompkin**)

- Spearheaded the "**Artificial Intelligence and the Arts: Towards AI-Guided Accessible Learning Spaces in Virtual Reality**" research project.
- This project placed top three among many projects presented at the 7th Annual Brown University Computer Science Research Symposium.

Teaching Experience

Computer Science Instructor, Tutor, & Instructional Designer August 2021 – Present
University of Maryland, College Park - Iribe Initiative for Inclusion and Diversity in Computing

Duties include:

- Planning and teaching a K-12 computer science curriculum and creating engaging lessons and projects
- Improving existing curriculum by working with a team of instructors to revamp and customize the curriculum and/or logistics to programs and events
- Implementing pedagogical teaching techniques used to engage and assess student understanding
- Connecting with students of underrepresented minorities to promote diversity in computing
- Leading team-building exercises and social activities

Instructional Design Intern June 2020 – May 2021
University of Maryland, College Park - Office of Transformational Learning

- Conducted pedagogical research
- Designed frontend LMS paradigms to create the best possible experience for online students
- Developed lecture content (i.e., creative thinking assignments, bilateral exercises, and videos)

Skills

Computing Skills

Java, Assembly Language (x86 & AVR), Python, C#, C++, C, R, Unity3D, git, LATEX

Subjects

Virtual/Augmented reality, human-computer interaction, user interfaces, instructional design, robotics, algorithms, education