

Logan C. Stevens

College Park, Maryland

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EDUCATION

University of Maryland, College Park, MD, USA

- *Doctor of Philosophy (Ph.D.) — Computer Science, 4.0 GPA* Jan. 2024 – Present
— Research Interests: Human-computer interaction (HCI), extended/virtual/augmented reality (XR/VR/AR), psychophysics, cognitive psychology, algorithms, education
- *Bachelor of Science — Computer Science, Honors, 3.75 GPA* Jan. 2020 – Dec. 2023
- *Bachelor of Arts — Theatre, 3.75 GPA* Jan. 2020 – Dec. 2023

Harford Community College, MD, USA

- *Associate of Science — Computer Science, Honors, 3.67 GPA* Aug. 2017 – Aug. 2019

RESEARCH EXPERIENCE

The Driskell Center, University of Maryland, College Park Mar. 2024 – Aug. 2024

Research Assistant & Software Developer (Advisors: Dr. Giacinto Paolo Saggese & Dr. Jordana Moore Saggese)

- **Lead Platform Architect for Myseum System**

Led software implementation for a research project experiencing artworks in XR. Features include handling high-resolution art pieces, virtual environment creation, and accessibility. [\[demo video link\]](#)

GAMMA Labs, University of Maryland, College Park

Jun. 2020 – Present

Research Assistant (Advisor: Dr. Dinesh Manocha)

- **Redirected Walking Thresholds Research Project**

Leads software implementation for investigating human perception and accurately estimating users' thresholds for tolerance of visual gains in VR using the Unity engine and C#. [\[demo video link\]](#)

- **XR and Education Analysis Research Project**

Designed an interactive lecture hall virtual environment and input interface using the Unity Engine and C# for ongoing research in XR educational telepresence and its effects. [\[link\]](#)

Small Artifacts Lab, University of Maryland, College Park

Aug. 2022 – Dec. 2022

Student Researcher (Advisor: Dr. Huaishu Peng)

- **VR RT²: VR-Integrated Real-Time RaceTrack Simulator**

Used computer vision, the Unity Engine, and custom C# scripts, to create a system that converts a physical racetrack model to an interactive VR-simulated racing environment in real-time. [\[link\]](#)

MIND Lab, University of Maryland, College Park

Jan. 2022 – May 2022

Student Researcher (Advisor: Dr. Ashok Agrawala)

- **AR and Building Analytics and Maintenance Project**

Integrated AR support for inbuilt sensors, analytics, and maintenance for the UMD Iribe building using Unity, MRTK, and ArcGIS in collaboration with the UMD MIND Lab. [\[link\]](#) [\[demo video link\]](#)

Google exploreCSR Program, Brown University

Jan. 2022 – May 2022

Visiting Researcher (Advisor: Dr. James Tompkin)

- **"Artificial Intelligence and the Arts: Towards AI-Guided Accessible Learning Spaces in Virtual Reality" Research Project**

Investigated the potential for AI integration in accessibility-enhancing techniques and applicability in XR. Presented findings and demos at the 7th Annual Brown Undergraduate CS Research Symposium where the project placed top three among many projects presented. [\[poster link\]](#) [\[demo video link\]](#)

PAPERS & POSTERS

- (1) J Golbeck, **L Stevens**, C Sherman, R Gnanasekaran, A Leitch, B Zarrella, C Stern, E Cotugno, W Conway, E Klein, K Hamilton, C Chen. In Bad Faith: Assessing Good and Bad Faith Conversations on Social Media. *ACM Conference on Human Factors in Computing Systems (CHI 2025)* (Submitted)

- (2) NL Williams, **L Stevens**, A Bera, D Manocha. Sensitivity to Redirected Walking Considering Gaze, Posture, and Luminance. *IEEE Conference on Virtual Reality and 3D User Interfaces (VR 2025)* (Submitted)
- (3) **L Stevens**, E Childs, F Mohammad, H Burbelo, A Awoke, N Rewkowski, D Manocha. An Overview of Enhancing Distance Learning Through Augmented and Virtual Reality Technologies. *IEEE Transactions on Visualization and Computer Graphics (TVCG 2023)* (Accepted) & *IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR 2024)* (Accepted) [[arXiv Link](#)] [[TVCG Link](#)]
- (4) **L Stevens**, LA Weissman, J Steigelman, M Bouabid. Artificial Intelligence and the Arts: Towards AI-Guided Accessible Learning Spaces in Virtual Reality. *7th Annual Brown University CS Research Symposium* [[Top three research project](#)] [[poster link](#)] [[demo video link](#)]

TEACHING EXPERIENCE

Computer Science Instructor and Instructional Designer Jan. 2023 – Dec. 2023
University of Maryland, College Park - Department of Computer Science

- Instructor and instructional designer for the courses:
 - CMSC388Y: History of Computer Science and Digital Technologies. [[link](#)]
 - CMSC398N: Ethics in Computer Science. [[link](#)]
- Delivered lectures and facilitated discussion for a full roster of undergraduate computer science students.
- Designed and graded assignments of various types (programming, written, oral, etc.).
- Developed course curriculum, content, and in-lecture exercises.

Computer Science Ambassador & Tutor Aug. 2021 – Jan. 2023
University of Maryland, College Park - Iribe Initiative for Inclusion and Diversity in Computing (I4C)

- Planned and taught a K-12 curriculum and created engaging lessons in-person, remotely, and hybrid.
- Assisted in programming languages, troubleshooting, effective study habits, and understanding concepts.

Computer Science Instructional Designer Jan. 2022 – May 2022
University of Maryland, College Park - Department of Computer Science

- Collaborated with educators and researchers and employed pedagogical techniques to design the curriculum for CMSC395: Teaching Techniques for Computer Science.

MicroMasters Course Program Facilitator Jun. 2021 – Aug. 2021
University of Maryland, College Park - Robert H. Smith School of Business

- Engaged with external stakeholders and campus partners to gather data from various sources (Tableau, edX, Qualtrics) to produce and deliver course-specific metrics and insights.
- Served as teaching assistant and tech. lead/producer for live faculty webinars.
- Performed quality assurance tests within each course.

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

- Conducted inter-departmental pedagogical research to present insights to university instructors.
- Designed frontend LMS paradigms to create accessible learning experiences for online students.
- Developed lecture content (e.g., creative thinking assignments, exercises, and instructional videos).

Teaching Assistant Jul. 2020 – Dec. 2020
University of Maryland, College Park - Department of Letters & Sciences

- Represented the UMD Transfer Student Community as a leader and created course content.

Computer Science & Mathematics Learning Assistant Sep. 2019 – Jan. 2020
Harford Community College

- Supported peers with material for a variety of STEM courses from assembly programming to calculus.

INDUSTRY EXPERIENCE

AR/VR Engineering Intern Jun. 2023 – Aug. 2023
Corning Incorporated

- Facilitated debugging issues across AR/VR services, at all component levels.
- Created prototypes, codes, tests, debugs, documents, and implemented systems.
- Utilized the Spatial.io platform to facilitate collaborative interactions between clients and engineers.

SKILLS

Computing Skills

C#, C++, C, Computer Vision, Unity Engine, Oculus/Meta Quest, Microsoft HoloLens, Mixed Reality Toolkit (MRTK), Java, Assembly Language (x86 & AVR), Python, R, git, HTML, CSS, JavaScript, MATLAB, Wolfram Mathematica, Jira, Asana, Canvas/ELMS, edX LMS, L^AT_EX

Subjects

Extended/Virtual/Augmented reality (XR/VR/AR), spatial computing, human-computer interaction, interactive technologies, algorithms, virtual environments, instructional design, education

PROFESSIONAL SERVICE & COMMUNITY INVOLVEMENT

Student Representative - Education Committee

Aug. 2023 – Present

University of Maryland, College Park - Department of Computer Science

- Peer-elected to represent the UMD Computer Science student body.
- Advises the Computer Science Department on decisions regarding academic program administration.

Computer Science Student Advisory Board Co-Chair

Feb. 2023 – Present

University of Maryland, College Park - Department of Computer Science

- Represents the UMD Computer Science student body and interacts with department leadership on issues and programming pertaining to academics, diversity and inclusion, and student support.
- Advocates for students by voicing student feedback and concerns.

Undergraduate Senator - UMD Senate

Mar. 2021 – Mar. 2022

University of Maryland, College Park

- Peer-elected as an undergraduate senator to advise the University President on UMD policy matters imposed by mandates from the University of Maryland System Board of Regents and/or Chancellor.
- Reviewed and submitted reports and recommendations, while representing the 6,000+ undergraduates in the College of Computer, Mathematical, and Natural Sciences, in the Senate body.

AWARDS & HONORS

UMD Computer Science Department Award for Teaching Excellence 2023-2024	Sep. 2024
2024 Diversity Conference Award	Jun. 2024
XR Access Symposium Scholarship	May 2024
Clifford & Camille Kendall Computer Mathematical & Natural Sciences Scholarship	Aug. 2023
2022 Diversity Conference Award	Oct. 2022
exploreCSR Research Award (Brown Undergraduate CS Research Symposium)	May 2022
oSTEM 2020 Hackathon Winner	Nov. 2020
2020 Diversity Conference Award	Aug. 2020
Betty Beckley Award	Jul. 2020
Bel Air Rotary Club Scholarship	Aug. 2018
Kenneth & Patricia Perluke Foundation Scholarship	Aug. 2018
Jordan Family Endowment Scholarship	Aug. 2018

MEDIA COVERAGE

- *Department of Computer Science Honors Top Teachers for 2023-24 Academic Year - UMD CS* [\[link\]](#)
- *50 Queer Scientists - oSTEM at UMD* [\[link\]](#)
- *'The future belongs to you' Bel Air High speaker tells fellow graduates, as first quarter of their lives ends - Baltimore Sun* [\[link\]](#)
- *Incoming Harford Community College students get acclimated to college life during iPrep week - Baltimore Sun* [\[link\]](#)