

Logan C. Stevens

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Education

Harford Community College

August 2017 – August 2019

Associate of Science — Computer Science & Mathematics, Honors, 3.67 GPA

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: Dr. 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: Dr. 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 Lecturer and Instructional Designer

August 2021 – Present

University of Maryland, College Park - Department of Computer Science

In collaboration with esteemed UMD educators, researchers, and professors, employed pedagogical techniques to design the curriculum for the courses:

- CMSC395: Teaching Techniques for Computer Science.
- CMSC388Y: History of Computer Science and Digital Technologies

Instructional Design Intern

June 2020 – May 2021

University of Maryland, College Park - Office of Transformational Learning

Duties included:

- Conducting pedagogical research
- Designing frontend LMS paradigms to create the best possible experience for online students
- Developing lecture content (e.g., creative thinking assignments, bilateral exercises, and instructional videos)

Skills

Computing Skills

Java, Assembly Language (x86 & AVR), Python, C#, C++, C, R, Unity3D, git, LATEX, HTML, CSS, JavaScript, Canvas/ELMS, edX

Subjects

Virtual/Augmented reality (XR/VR/AR), human-computer interaction, user interfaces, instructional design, robotics, algorithms analysis and development, education