# Curriculum Vitae

## RICHARD O. ANDERSON

*Director of Virtual Worlds and Game Research and Immersive Design, Rutgers University*

235 S 4th Ave., Floor 1  
Highland Park, NJ 08904  
(732) 214-0511  
rick.rickanderson@gmail.com  
[LinkedIn](https://www.linkedin.com/in/rickanderson-4930741)  
[Personal GitHub](https://github.com/ricklon)  
[Work GitHub](https://github.com/rianders)  
[Game Research and Immersive Design (GRID)](https://grid.rutgers.edu)

## PROFESSIONAL EXPERIENCE

*Rutgers University, 28 years three months* - Director of Virtual Worlds, January 2010 - Present - Continuous Studies Information Projects, July 2007 - December 2010 - DCEO Manager of Computer Systems, June 1999 - July 2007

*Fair Use Building and Research Labs, January 2012 - Present* - Trustee, founding member, and former President

## PUBLICATIONS & PRESENTATIONS

* *Pro Arduino* with co-author Dan Servo. New York: Apress. 2013. [Apress Link](http://www.apress.com/9781430239390)
* “Self-Driving in Miniature: Autonomous RC Cars using CHI@Edge” May 2, 2023
* “Evaluating Sentiment using Transformer-based ML Models” Big Data in Fintech, 2023 Symposium, NJ Big Data Alliance at Seton Hall, May 9, 2023
* “Machine Learning for the Time Constrained Educator” RUOnline Conference, Rutgers University, New Brunswick, NJ, March 13, 2023
* “The New Canny Valley: chatGPT with Humans” Fair Use Building and Research Labs, February 10, 2023
* “Ok. I’m Adding Machine Learning to Everything” [YouTube](https://www.youtube.com/watch?v=8qJdLIt7eaU), Columbia Teachers College, April 8, 2022
* “Unity ML-Agents” AI Study Group, March 6, 2022
* “AI Research on Sentiment Analysis” with Dr. Carmela Scala, Dr. Jim Samuel Exploring Japanese Cultural Heritage Collections with AI R-Global Workshop, Rutgers University, September 15, 2022
* “Machine Learning with Teachable Machine” Center for Math Science and Computer Education, October 12, 2020
* “The New Canny Valley: How AI helped skip the uncanny valley and fool humans to think things are real” North Eastern University, College of Arts, Media and Design, June 3, 2020
* “University Community to University Citizen: Universal Citizen” with co-author Kristen Abbey. Fab10 Symposium, Barcelona, Spain, 2014.

## TEACHING EXPERIENCE

*Rutgers University*

1. **Course Instructor**, Information Technology and Informatics (ITI) Capstone, Rutgers University, New Brunswick, NJ. *(Spring 2012 - Spring 2023)*
   * Course Description: The capstone course is a culmination of the learning experiences in the ITI program. Students apply the knowledge and skills they have acquired to a real-world problem or project of their choice.
   * For a historical view of capstone projects completed under my guidance, visit the ITI Showcase: [Capstone Projects 2015-2019](https://itishowcase.rutgers.edu/capstone-projects2015-2019)
2. **Co-Instructor**, Social Engagement in XR (Extended Reality), Rutgers University, New Brunswick, NJ. *(Fall 2019 - Spring 2023)*
   * Co-instructed with Prof. Dan Swern, School of Communication and Information
   * Course Description: This course integrated real-world experience with virtual world access. Students learned augmented reality 3D modeling and game development in Unity and met with New Brunswick community and nonprofit leaders to marry their applied technical and creative skills with real-world service access needs.
   * Course number: 01:090:101 section 06
3. **Progam Developer and Instructor**, Original CMSCE Maker Program for Teachers, Rutgers University, Center for Mathematics, Science, and Computer Education, New Brunswick, NJ. *(Fall 2015 - Summer 2019)*
   * Course Description: Designed, developed, and taught the original CMSCE Maker Program, focused on providing educators with the skills, knowledge, and inspiration to incorporate maker principles and technology into their classrooms.

## Community Service

1. **Sponsor**, RVCC Game Design Program, Beatrice Coron VR Game Project *(Fall 2023)*
   * Sponsored the Raritan Valley Community College (RVCC) Game Design program to create a virtual reality (VR) game for the artist Beatrice Coron.
2. **Co-Founder**, Garden State Combat Robotics League *(January 2023 - Present)*
   * Co-founded the Garden State Combat Robotics League, a competition encouraging innovation and technical skills in robotics.
3. **Co-Founder and Organizer**, Mechanical Mayhem Robot Combat Events *(October 23, 2021 - Present)*

## Co-founded and organized Mechanical Mayhem, a series of robot combat events showcasing design, innovation, and engineering in an exciting competitive format.

## EDUCATION

*Rutgers University, New Brunswick, NJ*  
BS in Computer Science, 1999  
Emphasis in Network Programming and Structured Data

*Continuing Education* - Supervising and Managing People, Cornell ILR Conference Center, March 11-12, 2009 - IT Project planning, Seminar, Center for Continuing Professional Development (CCPD), June 3-4, 2008 - Strategic Project Planning, Seminar, CCPD, June 6-7, 2007