Lorance Richard (Lee) Lisle

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Objective

Ph.D in Computer Science and Applications,
Focus on Augmented/Virtual Reality and Human-Computer Interaction

Education

Ph.D, Computer Science, Spring 2021 – GPA : 3.84 (36 credits)
B.S., Computer Engineering, Spring 2015
Computer Science Minor, Spring 2015

Virginia Tech, Blacksburg, VA

Relevant Coursework:

- User Interface Software
- Virtual Environments
- Models & Theories of HCI
- Human Centered Design
- Usability Engineering
- Investigative Technologies

Selected Research Experience & Projects

Immersive Analytics in AR and VR, 3DI Group - Spring 2019 - Present
- Designed and implemented improvements to VR Application
- Designed Study to analyze how experts would utilize the app
- Implemented shared tracking system to run on HoloLens

3D Point Marking in Augmented Reality, 3DI Group - Fall 2017 - Fall 2018
- Designed a virtual training application for elementary teachers
- Utilized prototyping methods to storyboard design
- Performed a formative assessment on prototype

CrowdLayout Bio Visualization, Crowd Intelligence Lab - Spring 2017 – Fall 2017
- Evaluating graph layout online application
- Performing full stack web-development to update app
- Designing new features to better assist target users

Selected Publications

Lages, W. S., Li, Y., **Lisle, L.**, Höllerer, T., & Bowman, D. A. Enhanced Geometric Techniques for Point Marking in Model-Free Augmented Reality. In 2019 IEEE International Symposium on Mixed and Augmented Reality (ISMAR). IEEE.

Lisle, L., Merenda, C., Tanous, K., Kim, H., Gabbard, J. L., & Bowman, D. A. (2019). Effects of Volumetric Augmented Reality Displays on Human Depth Judgments: Implications for Heads-Up Displays in Transportation. International Journal of Mobile Human Computer Interaction (IJMHCI), 11(2), 1-18.

Lisle, L., Tanous, K., Kim, H., Gabbard, J. L., & Bowman, D. A. (2018, September). Effect of Volumetric Displays on Depth Perception in Augmented Reality. In Proceedings of the 10th International Conference on Automotive User Interfaces and Interactive Vehicular Applications (pp. 155-163). ACM.

Singh, D. P., **Lisle, L.**, Murali, T. M., & Luther, K. (2018, April). Crowdlayout: Crowdsourced design and evaluation of biological network visualizations. In Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (p. 232). ACM.

Professional Affiliation

Member, IEEE, Spring 2011- present

Member, ACM, Fall 2017 - present