

Curriculum Vitae — Nicholas F. Polys

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Faculty Appointments

Director of Visual Computing Advanced Research Computing [<http://www.arc.vt.edu>]:
Virginia Polytechnic Institute and State University (2007-present)

Affiliate Professor Department of Computer Science:
Virginia Polytechnic Institute and State University (2007-present)

Fellow Center for Nuclear Femtography: Jefferson National Lab
Institute for Creativity, Arts and Technology (ICAT):
Virginia Polytechnic Institute and State University

Member Interdisciplinary Center for Applied Mathematics (ICAM),
Center for Human-Computer Interaction (CHCI),
Faculty of Health Sciences, Fralin Life Sciences, and
Tech for Humanity Scholar:
Virginia Polytechnic Institute and State University

Education

Ph.D., Computer Science – 2002-2006 Virginia Polytechnic Institute and State University

- Dissertation: “Display Techniques in Information-Rich Virtual Environments”
- Advisors: Dr. Doug A. Bowman, Dr. Chris North
- Committee: Dr. Scott McCrickard, Dr. Ken Livingston, Dr. Don Brutzman
- GPA: 3.88

B.A., Cognitive Science – 1992-1996 Vassar College

- Thesis: “The Universal Shaman and the Modern Mental Ontology”
- Advisor: Dr. Ken Livingston

Honors and Awards

- 2020 Web3D Humanoid Animation Contest winner (Korean Graphics Society)
- *Best Paper Winner@* ACM Web3D 2020
- *Best Paper Finalist @* IEEE Journal Track (TVCG) 2020
- 2019 ACM *SIGGRAPH Featured Member*
- 2018 *SEGD Global Design Merit Award for Installation: Wing It!* (w/ K. Meaney)
- DAAD-Sponsored *German Science Tour 2014* – Artificial Intelligence and Visual Computing
- *ACM Service Awards* for the Web3D Conference:
General Chair (2008, 2014, 2019), Program Chair (2007, 2010)
- *Outstanding Graduate Research Award*, VT Computer Science Department: 2006
- *Gamma Beta Phi Honor Society*, 2005; *Upsilon Pi Epsilon Computer Science Honor Society*, 2004
- Winner: Web3D Universal Media “*World Altering Contest*,” 1998
- Advanced Placement Scholar with Distinction, 1992

Research Interests ---

- Scientific Visualization, including Medical Imaging, esp. Graphical and Cognitive Aspects
- Information & Interaction Architectures, especially the Web Ecology
- Human Computer Interaction & Usability Engineering in Virtual & Augmented Reality

Professional and Research Experience ---

2008-present Virginia Polytechnic Institute and State University – Blacksburg, VA

Director of Visual Computing, Advanced Research Computing (IT),

Affiliate Professor of Computer Science

- Conduct research to improve visual analysis methods and informatics services for high-performance computing (see *Funded Research > \$ 7.08 million, Publications below*)
- Develop and deploy Visual Computing solutions with faculty across the university
- Design, build, manage and develop cutting-edge visualization hardware and software stack (***The Visionarium Lab***; Viscube upgrade 2010, HyperCube upgrade 2016)
- Manage projects, staff, and budgets for ARC's ***Visionarium Lab***
- Build partnerships to improve the competency and impact of High Performance Computing and Visualization through immersive and Web3D technologies

Selected Visual Computing and HCI Topics:

- Scientific visualization and analysis: medical imaging and volume rendering, molecular dynamics, fluid dynamics, geospatial & geophysics data including point clouds, cluster and remote rendering
- Wireless Spectrum Visualization: Web3D visualization interfaces for students
- Fusality / Mirror Worlds: Sensors and Web3D visualization used for environmental monitoring and planning; flipped labs
- Network visualization: cell-signaling pathways, ontologies
- Structural engineering: Web3D-based architectural design, BIM + GIS
- Publications and applications driven by faculty collaborations, funded research, and class projects

2006 – 2007 Virginia Polytechnic Institute and State University – Blacksburg, VA

Postdoctoral Associate: Research Computing

- Developed Visual Computing solutions for computational scientists, engineers, and designers
- Ran faculty and graduate development tutorials and workshops for 3D visualization and Virtual Reality

Selected Projects:

- Mathematics - generated VR, images, and movies of large space structure energetics simulations
- Biochemistry - generated VR, images, and movies of Myoglobin Oxygen transport mechanism (molecular dynamics simulations, vis published in PNAS)

2005 – 2006 Virginia Polytechnic Institute and State University – Blacksburg, VA

Graduate Research Assistant

- Virtual Reality Assessment of Independent Living Skills and Mild Cognitive Impairment in Elderly Populations - Interface and Content Developer: built stimuli and testbed system for immersive Virtual Reality (CAVE) assessment tool (Carilion Biomedical Institute funding)

Selected Projects:

- Personal Memex – expert interviews and prototype for personal digital memory system for high-functioning and disabled populations
- Intelligent Document Filtering - implemented multiple AI evaluators for machine learning in text retrieval

2003 – 2005 Virginia Bioinformatics Institute – Blacksburg, VA

Graduate Research Assistant

- PathSim project - Visualization and Deployment Lead: designed and developed data processing and information-rich virtual environment interfaces for a large, agent-based immunological simulation (NIH funding)
- Mblast – Software Engineer: analyzed and optimized a Formal Concept Lattice Algorithm for gene expression analysis

Selected Projects:

- STKE Cellular Signaling – Project Lead, Interface Programmer: designed and developed graphical interface for direct manipulation of Boolean queries using Java Swing and MySQL database populated by web crawler agent
- Usability Engineering project for design of an online notification system; highest user subjective evaluations among class projects

1998-2002 VirtuWorlds LLC – New York, NY; Amsterdam, NL

Chief Technical Officer, Founder

- Designed and implemented content management and delivery systems for Web3D assets and environments
- Technology adapted and used by Merck, Pfizer, and Georgia State U.
- Editor-In-Chief the 3D-eZine online Web3D industry portal

2000-2001 Yoe Studio – Peekskill, NY

Web Programmer, Designer

- Implemented and maintained commercial, data-driven, personalized websites

1996-1999 Transcendent Recordings – Poughkeepsie, NY

Vice-President of Production, Webmaster

- Led digital productions for numerous artists w/ independent record label

1992-1996 Vassar College Computer Center – Poughkeepsie, NY

Information Technology Consultant

- Worked with faculty, staff, and students to support computing and networking

Professional & Community Activities _____

Director

- **Web3D Consortium** (501c6; web3d.org)
 - President (elected 2010-2022)
 - Secretary (elected 2007-2009)
 - Board of Directors (elected 2000-2015)
- **NSF IUCRC Center for e-Design** (2011-2013); VT Site (2011-2014)
 - Co-Director with Prof. Richard Goff, Engineering Education

Chairs

- Web3D Consortium **Working Groups**
 - Medical (2010-present)
 - Extensible 3D (X3D) (2017-present)
 - User Interface (2006-2009; 2019-present)
- **Conferences**
 - **General Chair:** ACM Web3D 2008, Web3D 2014, Web3D 2019
 - **Program Chair:** ACM Web3D 2007, 2010, 2011
 - **Workshops / Tutorials Chair:** IEEE Virtual Reality 2007, Web3D 2006 & 2013
 - **Publicity Chair:** IEEE Virtual Reality 2008
 - **Finance Chair:** IEEE Virtual Reality 2009, 2010; Web3D 2016

International Workshop Organizer & Facilitator

- *Web3D Geospatial Summit, Web3D User Experience, SIGGRAPH History Model Archive* (Web3D 2021)
- *Web3D User Experience* (Web3D 2020)
- *Birds-Of-A-Feather (BOF) Sessions on Web3D topics: Web-wide Interactive 3D, Medical, CAD, AR/MR, Cultural Heritage, GIS* (SIGGRAPH 2008-2018)
- *Image Segmentation and Visualization Tools* (Web3D 2016)
- *Web3D Cultural & Natural Heritage* (Web3D 2014, 2015)
- *Extending Extensible 3D (X3D) from Haptic-based Medical Training to Clinical Applications* (Medicine Meets Virtual Reality (MMVR) 2014)
- *Medical Virtual Environments* (IEEE VR 2010; Web3D Tutorials 2012, 2013)
- *Parallel Realities? The Requirements of Web3D and Immersive VR, and Future Standards for Immersive VR* (IEEE VR 2007, 2008)
- *X3D User Interfaces* (ACM Web3D 2004, 2005)
- *Medical X3D* (ACM Web3D 2005)
- *Portable Information Spaces* (HCI International 2004)

Member

- **Editorial Board:**
 - Frontiers in Virtual Reality
 - Virtual Reality Journal (Springer, 2017-present)
 - Virtual Reality in Industry (Frontiers, 2019-present)
- **Steering Committee:**
 - Center for Nuclear Femtography (2019-present)
 - ACM SIGGRAPH Web3D Conference (2009-present)
- ACM SIGGRAPH **Special Conferences Committee:** (2016-present)
- Web3D Consortium (2000-present)
- ACM (2003-present)
- IEEE (2004-present)
- ASEE (2013-present)
- SIGGRAPH Online Committee (2000, 2001)

Reviewer

Conferences

(2002-present): Web3D, VIS, VAST, InfoVis, 3DUI, VR, VRST, SVR, Pacific Vis, SIGGRAPH, CHI, Graphics Interface, AMIA 2019

Journals

(2004-present): International Journal of Human-Computer Studies, Virtual Reality journal, Computer Graphics and Applications, Computers & Graphics, Computer Graphics Forum, Information Visualization, Computer-Aided Civil and Infrastructure Engineering (Special Issue), Transactions on Applied Perception, Transactions of Computer Graphics and Visualization

Official Liaison

- DICOM medical imaging standards (WGs 11, 17, 23): 2006-2016
- Health Level 7 (HL7) : 2017-present

Key Contributor

- CASC Annual Brochure : Immersive HPC images (2023, 2021, 2016, 2014, 2010)
- **ISO/IEC Extensible 3D: X3D 4.0** Specification (2002-present)
- 2018 ARC project highlight videos: <https://vimeo.com/visionarium2018>
- VTR-Net (NSF) grant author and Co-PI bringing 10 Gig to 12 buildings on campus
- NIH 3D Print Exchange 3dprint.nih.gov – Senior Advisory Board (2013-2017)
- NSF MirrorWorlds Human-Building Interface at Moss Arts Center
- 3D Graphics: Virginia Tech Football Half-Time Commercials 2012, 2016
- 3D Graphics: 2015 Microsoft Azure International Commercial w/ Wu Feng short , long
- ISO/IEC Reference Model for Mixed Reality Continuum (JTSC1) (2013-2015)
- ISO/IEC Extensible 3D (X3D) 3.x Specification, esp. the Volume rendering and Event Utilities Components. www.web3d.org (2000-present)
- Web3D Medical Working Group (2006-present)
- Virginia Tech 3D Interaction Research Group (2003-2016)
- Web3D Software Development Kit (SDK) (2000-2002)

Invited Speaker (Speaker, Juror, Panelist) _____

- Invited Talk: **SIGGRAPH** July, 2022 - Birds of a Feather (BOF): *Carto (-graphic visualization), Web3D Ecosystem and the Metaverse, Immersive Visualization*
- Invited Talk: **SIGGRAPH** July, 2021 - Birds of a Feather (BOF): *Carto (-graphic visualization), Web-wide Interactive 3D*
- Invited Talk: **SIGGRAPH** July, 2020 - Birds of a Feather (BOF): *Carto (-graphic visualization), Immersive Visualization*
- Invited Talk: “Visualization for Femtography”, **Center for Nuclear Femtography, Jefferson National Lab** (2020)
- Hitt, N.P., C. Snyder, J. Young, K. Rogers, **N. Polys**, and C.A. Dolloff. *New approaches linking trout abundance to headwater stream flow. American Fisheries Society Annual Meeting 2019.* Reno, NV. Invited presentation.

- Invited Talk: *"Perspectives on Visualization and Science: Communication and Discovery"*. **Jefferson National Lab** (June 2019)
- **SIGGRAPH** July, 2019 - Birds of a Feather (BOF) organizer, presenter: *Web Publishing with 3D in HTML5; Carto* (-graphic visualization); *Immersive Visualization*
- Invited Talks: *"Visualization of Femtoscale Dynamics"*, *"Next-Generation Visual Analysis Workspace for Multidimensional Nuclear Femtography Data"*, **Center for Nuclear Femtography, SURA** (2019)
- Hitt, N.P., K. Rogers, C. Snyder, **N. Polys**, and C.A. Dolloff. *New method for trout abundance estimation with video sampling*. East Coast Trout VI (2019), Frostburg, MD. Contributed presentation.
- **Keynote:** *"Fulfilling the Mandate of Durability and Access"* **Born to Be 3D: Library of Congress** (Nov 2018)
- **Keynote:** *"Interactive 3D Visualization in the Wide Web of Health"*, **32nd Annual HL7 Plenary Meeting** (October 2018)
- Invited Talk: *"Immersive Visualization at Virginia Tech"* **SIGGRAPH** 2017, 2018, 2019 Immersive Visualization in Research, Science, and Art BOF
- Invited Talk: *"Visualizing Place across Data and Platforms with X3D"* , *"Immersive Cartography"*, **SIGGRAPH** 2017, 2018, 2019, 2020 **Carto BOF**
- Panelist: *"The Future of Web3D"* (**Web3D** 2018)
- Invited Talk: *"Lidar Pipelines for Immersive and Web3D Visualization"* **Silvilaser** 2017
- Invited Talk: *"Immersive Analytics: New Approaches to Scaling High-Performance Visualization"* **Los Alamos National Laboratory** (August 2017)
- Panelist: *The Future of the VR Web* (**Web3D** 2016)
- Invited Talk: *"High-Performance Visualization and Human Design"* **ITAM University** invited lecturer, Mexico City March 2016
- Invited Talk: *"Real and Virtual Spaces"* Federal In-Service Training, **The Hirshhorn Museum Smithsonian** Washington, DC 2016
- Invited Talk: *"Reproducibility in the Digital Age: Challenges and Opportunities for Progress"* **Science in 3D: NIH/NIAID** Bioinformatics Festival 2015
- Panelist: ACM **Web3D** 2015: *"Trends and Future of 3D on the Web"*
- Judge: **VR Hackathon** (San Francisco, 2015)
- Invited Talk: *"My Take on Villareal"* **Moss Art Center** (2015)
- Invited Talk: **1st Annual Maker Faire, The White House** Washington, DC 2014
- Invited Talk: OSEHRA: **Veteran's Administration** Opensource Health Record Summit 2014
- Invited Talk: VisTech Workshop @ **SuperComputing** 2014: *"High-Performance Visualization"*
- Judge: Bay Area **VR Hackathon** @ Gray Area, San Francisco 2014
- Invited Talks: **Web3D** Conference (2010-2014): *"Virtual Worlds on the Web"*, *"Volume Visualization and Medical Applications"*, *"Scientific Visualization"*, *"Augmented and Mixed Reality"*
- Invited Talk: **TERATEC** 2011: *"High-Performance Visualization"* (Paris, France)
- Invited Talk & Panelist: **Supercomputing** 2009: *"3D Internet"*
- Panelist: NSF- sponsored panel *"Making a Career in VR"* **IEEE VR** 2006
- Invited Talks: **ACM SIGGRAPH Local Chapters Speaker:** Boston, NY, DC, San Francisco (2001-present)
- Invited Talk, *"Techniques of Perception in VRML97"*; Judge: VR Art: **Stuttgarter Filmwinter MultiMedia Festival** (2000)

Teaching Experience

Courses Taught

Virginia Polytechnic Institute and State University,

Instructor:

- 2022, 2016 : CS 4784, *HCI Capstone* (CS Seniors)
- 2021, 2019, 2008 : CS 5764, *Information Visualization* (CS Graduate Level)
- 2016, 2013: CS 5754, *Virtual Environments* (CS Graduate Level),
- 2014: Chair, CyberArts PhD Qualifier Exam
- 2010: CS 3724, *GUI & Graphics Programming* (CS Junior/Senior)
- 2007: CS 2984, *Media Computation* (CS Freshman/Sophomore Level)
- 2006: CS 3724, *Introduction to Human-Computer Interaction* (CS Junior/Senior Level)
- 2002: Teaching Assistant for CS 2204 *UNIX* for sophomore CS majors

Short Courses and Conference Tutorials,

Instructor:

- *Web3D Quickstart: IEEE VR 2020, 2017; AMIA 2018; Web3D 2019, 2021*
- *Web3D Master Class*, World Bank Land and Poverty Conference (2015)
- AOE 5984, *Introduction to Parallel Computing* (Team taught, 2014)
- *High Performance Visualization, Visualization Zoo, Virtual Reality Zoo, Deep Media, Web3D Publishing* Virginia Tech Faculty Development Institute (Faculty Development Institute 2006-2019)
- *New Dimensions in eLearning* NSF Research Experience for Teachers (RET 2012)
- *High Performance Computing Summer Bootcamp* (w/ UVa 2008-2010)
- Graduate short course (GED): *Introduction to Computational Science* (2007)
- *Web3D & SIGGRAPH: Engineering Virtual Environments with X3D, Techniques of Perception with X3D* (2003-2005); *X3D Architecture & Overview, Web3D Graphics Publishing with X3D* (2000-2002); *Introducing X3D* (2000)

Mentoring

● Ph.D. Advising and Committees:

1. Mai Dashan (2021, Chair: *"Making Sense of High Dimensional Ensembles"*); Assistant Professor at University of North Florida
2. Ayat Mohammed (2017, Chair: *"High-dimensional Data in Scientific Visualization: Representation, Fusion and Difference"*) ; Researcher at Texas Advanced Computing Center
3. Peter Radics (2016, Chair: *"A Novel Approach to Modeling Contextual Privacy Preference and Practice"*)
4. Committees: Ryan McMahon (2012), Kriti Sensharma (2013), Bireswar Laha (2014), Felipe Bacim (2015), Patrick Butler (2015), Mahdi Nabiyouni (2016), Mohammed Seyam (2016), Jessie Mann, Andrew Reach (2017), Wallace Lages (2018), Run Yu (2019), Michael Rhodes (2020), Timothy Stetler (2022), Lee Liles (2022)

● Masters Advising and Committees:

1. Sheeban Mohd (expected 2022, Chair) *"AI Story telling from Computer Vision"*
2. Yanshen Sun (2020, Chair: *"The Scalability of X3D4 PointProperties: Benchmarks on WWW Performance"*)
3. Jooyoung Whang (2020, Chair: *"Improving the Perception of Depth of Image-Based Objects in a Virtual Environment"*)
4. Cedrick Ilo (2019, Chair: *"Feed Me: an in-situ Augmented Reality Annotation Tool for Computer Vision"*)
5. Faiz Abidi (2016, Chair: *"Remote High Performance Visualization of Big Data for Immersive Science"*),
6. Ankit Singh (Chair, 2012: *"A Novel Level-of-Detail Technique for Virtual City Environments: Design and Evaluation"*),

7. Committees: Shyam Visamsetty (2010), Andy Wood, Nikhita Sharakhov (2014), Jacob Dennis (2014), Sai Mallampati (2015), Adam Binford (2016), Xin Chen (2016), Siddarth Narayan (2016), Lawrence Warren (2018), Tom Phan (2020)
- Scores of graduate and undergraduate interns and CS independent study / undergraduate research students in the Visionarium Lab [vis.arc.vt.edu];
- NIH summer undergraduate interns to the Burgess Lab created the internationally-recognized resource called the **Zebrafish Brain Browser in Web3D** (<http://vis.arc.vt.edu/projects/zbb/>)

Sponsored Research _____ *PI / Co-PI in over \$ 7.08 million to date* _____

- **Center for Nuclear Femtography (Jefferson National Lab) Paths of Discovery** with Christopher Newport U, and George Washington U; \$65,000 (2022) responsible for 40%
- **NSF IUCRC (CaseRM) Integrating sequential simulation and visual ensemble analytics for applications in the mining sector** \$65,000 (2022) PI w R Pollyea, L House, Gramacy, Westman; responsible for 80%
- **NSF Nets: Implications of Receiver RF Front End Nonlinearity on Network Performance: Fundamentals, Limitations, and Management Strategies** ; \$1.5m with Reed, Dietrich, et al; responsible for 4%
- **Center for Nuclear Femtography (Jefferson National Lab) Paths of Discovery** with Christopher Newport U, and George Washington U; \$65,000 (2021) responsible for 40%
- **Commonwealth Cyber Initiative (CCI): Open-source, Multi-band, Multi-dimensional Spectrum Access system with Interfaces to Wireless Testbeds and Network Simulation Software** ; \$ 89,920 (2021) with Cong Shen (UVA) & Dietrich; responsible for 30%
- **ICAT SEAD (internal) Virtual Watersheds: An Immersive Experience at the Confluence of Water and Society**; \$25,000 (2021) with Hession, Sforza, Draper; responsible for 50%
- **NSF IUCRC (CaseRM) Integrating sequential simulation and visual ensemble analytics for applications in the mining sector** \$100,000 (2020, 2021) w R Pollyea, L House, Gramacy; responsible for 40%
- **USDA Forest Service National Advanced Silviculture Program (NASP) - Session 4 Advanced Silviculture Module for NASP 14**; \$120,365 (2020-2021) with Munsell; responsible for 10%
- **USDA National Institute for Food and Agriculture Beginning Farmer and Rancher Development Program: Seeded and Growing: Sustaining Appalachian Beginning Forest Farmer Education and Engagement**; \$593,056 (2020-2021) with Munsell; responsible for 10%
- **NASA Space Grant Consortium Portable Antenna Range for STEM** w Dietrich; \$20,000 (2020, 2021) responsible for 80%
- **Center for Nuclear Femtography (Jefferson National Lab) Paths of Discovery** with Christopher Newport U and George Washington U; \$55,000 (2020) responsible for 40%
- **USGS CDI Enabling AI for citizen science in fish ecology** \$75,000 (2020) with Hitt; responsible for 10 %
- **Council on Library and Information Resources (CLIR): Digitizing Hidden Collections Application: Entomo-3D: Digitizing Virginia Tech's Insect Collection** \$244,752 (2020-2023) with Hall, Marek responsible for 20%
- **ONR STEM training for Dynamic Spectrum Access** \$1.5 million (2018-2021) with Allen, Dietrich, Goff; responsible for 25%

- **VT Global Change Center** (internal): *Innovative particle tracking to quantify soil erosion and sediment transport processes under global change* \$15,000 (2019-2020) with Stewart, McGuire, Hession; responsible for 25%
- **ICAT SEAD** (internal): *Translating a Smithsonian Exhibit for Learning*; \$3,000 (2019) with Meaney, Nguyen, Commer; responsible for 45%
- **Center for Nuclear Femtography (Jefferson National Lab)** *Visualizing Femtoscale Dynamics ; New Workspaces for Nuclear Femtography* \$ 75,000 (2019); responsible for 100%
- **ICAT SEAD** (internal): *Visualizing Global Health and Policy*: \$3,000 (2018) with Kraak, Coupey, Meaney; responsible for 85%
- **MITRE** *Designing EM Visualizations* ; \$ 40,000 with Dietrich (2017-2018); responsible for 75%
- **VT-CSC** (internal): *Seasonal Drone-based Lidar Acquisition and Analysis* with Hession, Taylor, Munsell, Sforza \$ 10,000 (2017, 2018); responsible for 20%
- **VT-Cider** (internal): *Immersive Design for Public Exhibits* with Meaney; \$ 2,000 (2017); responsible for 75%
- **NSF CC*DNI: A Campus Research Network and Distributed Science DMZ** (lead author) with Midkiff, Dingus, Barrett, Herdman; \$ 489,589 (2016); responsible for 20%
- **Microsoft HoloLens Site** with J. Gabbard \$ 100,000 (2016); responsible for 20%
- **General Dynamics: Computer-Human Interaction in The Analytic** co-PI with North, Lehman, House, Ramakrishnan \$ 500,000 (2016, 2017); responsible for 20%
- **ICAT SEAD** (internal): *Belle II Detector* with Pillonen, Webster \$ 25,000 (2016-2017)
- **ICAT SEAD** (internal): *Fusality for Field and Stream* PI with Sforza, Hession, Kim, Munsell \$ 25,000 (2015-2016); responsible for 33%
- **ISCE** (internal) *Visualizing Water Services for Decision Making* co-PI with Hall, Sforza, Wenzel, Burbey \$ 30,000 (2015); responsible for 20%
- **AFRL: APIs for Test &Evaluation to Accelerate Spectrum Sharing / Cognitive Radio Network** co-PI with Dietrich, Fowler \$ 53,833 (2015); responsible for 20%
- **Extension Innovation Grant: extension Geo-Citizens Design Forest Farms** co-PI with Munsell, Sforza \$ 97,185 (2015-2016); responsible for 33%
- **NSF IUSE: Wireless Testbeds for Authentic STEM Learning** with Carl Dietrich, Vuk Marojevic, Teayoung Yang, Mike Beuhrer; \$626,655; (2014); responsible for 20%
- **NSF Computing Research Infrastructure (CRI II-New): Living Lab for Asynchronous and Synchronous Investigation of Virtual and Real Environments** with Ben Knapp, Yong Cao, James Ivory, and Doug Bowman ; \$ 585,510; (2013); responsible for 25%
- **NSF Research Experience for Teachers (RET) New Dimensions in e-Learning** with Richard Goff; \$ 25,000; (2012); responsible for 50%
- **NSF Fundamental Research: Visual Interfaces for Engineering Innovation** (2011-present) PI w/ Sundar Krishnamurty, UMass Amherst; \$ 165,000; responsible for 50%
- **NSF IUCRC National Center for eDesign** Co-Director (2010-2012), with Janis Terpenney and Richard Goff \$ 563,000; responsible for 50%
- **NSF Virtual Environments to Enhance Structures Understanding of Architects** (2009-2012) co-PI with Medhi Setareh, Brett Jones ; \$ 500,000; responsible for 35%
- **The U.S. Department of Energy Hub: Energy Efficient Buildings** (2010-2013); John Burns, Jeff Borggaard, Terry Herdman; \$ 5,000,000; responsible for 5%
- **CISCO Tele e-Design** (2011); \$ 30,000; responsible for 100%

- **ICTAS** (internal) *A Visual Interface for Smart Vehicle Networks* (2008); \$ 65,000; responsible for 100%
- **Center for Community Security and Resilience** (2010-2011 w/ IBM Research) co-PI with Peter Sforza \$ 15,000; responsible for 30%
- **US ARMY TATRC: Medical X3D** (2007); \$ 120,000; responsible for 10%
- **Naval Postgraduate School: An X3D Loader for OpenSceneGraph** (2007) \$ 6,000; responsible for 100%

Publications _____ *h-index = 22, i10-index = 38* _____

Book Chapters

- 5] Hamza-Lup, **Polys**, Malamos, John. "Medical 3D Graphics with X3D". In: *Recent Advances in 3D Imaging, Modeling, and Reconstruction*. IGI Publishing, 2020.
- 4] Malamos, Flotyński, Brutzman, Mouton, **Polys**, Hamza-Lup. "Recent Advances in Web3D Semantic Modeling". In: *Recent Advances in 3D Imaging, Modeling, and Reconstruction*. IGI Publishing, 2020.
- 3] **Polys, Nicholas F.**, Sforza, Peter, Munsell, John. "PlantShoe: Botanical Detectives". In: *The HCI of Technology on The Trail*, (eds) McCrickard et al. Springer. 2020.
- 2] **Polys, Nicholas F.** "Information Visualization in Virtual Environments: Tradeoffs and Guidelines". In: *Handbook of Virtual Environments, Second Edition* (eds.) Kelly Hale and Kay Stanney. CRC Press, 2014.
- 1] **Polys, Nicholas F.** "Publishing Paradigms with X3D". In: *Information Visualization with SVG and X3D*, (eds.) Chanomei Chen and Vladimir Geroimenko, Springer-Verlag, 2005.

Peer-Reviewed Journals

- 29] BJ Andonian, N Hardy, A Bendelac, **N Polys**, WE Kraus. (2021). "Making Cardiopulmonary Exercise Testing Interpretable for Clinicians". Current sports medicine reports, 2021. 20 (10), 545-552.
- 28] Andonian BJ, Hardy N, Bendelac A, **Polys N**, Kraus WE. (2021). "A Simplified And Intuitive Visualization For Cardiopulmonary Exercise Testing Data": 1340. Medicine & Science in Sports & Exercise. 2021 Aug 1;53(8S):441.
- 27] Wang M, Wenskovitch J, House L, **Polys N**, North C (2021). Bridging cognitive gaps between user and model in interactive dimension reduction. Visual Informatics. 2021 Jun 1;5(2):13-25.
- 26] Hasanzadeh, Sogand; **Polys, Nicholas**, et al (2020). "Presence, Mixed Reality, and Risk-Taking Behavior: A Study in Safety Interventions". Transactions on Visualization and Computer Graphics. IEEE VR Journal Edition 2020.
*** Best Paper Finalist: TVCG Journal track!!**
- 25] Dashan, **Polys**, Pollyea, Jayne (2019). "Making Sense of Scientific Simulation Ensembles with Semantic Interaction" Computer Graphics Forum. Eurographics.
- 25] Rincón-Gallardo Patiño, Rajamohan, Meaney, Coupey. Serrano, Hedrick, da Silva Gomes, **Polys**, Kraak. (2019). "Development of a Responsible Policy Index to Improve Statutory and Self-Regulatory Policies that Protect Children's Diet and Health in the America's Region". International Journal of Environmental Research and Public Health, 17 (2), 495
- 24] Zhou, M.; Rajamohan, S.; Hedrick, V.; Rincón-Gallardo Patiño, S.; Abidi, F.; **Polys, N.**; Kraak, V. (2019) . "Mapping the Celebrity Endorsement of Branded Food and Beverage Products and Marketing Campaigns in the United States,

1990–2017". Int. J. Environ. Res. Public Health , 16, 3743.

23] Richard Skarbez, **Nicholas F. Polys**, J. Todd Ogle, Chris North, Doug A. Bowman. (2019) "Immersive Analytics: Theory and Research Agenda". Frontiers in Robotics and AI, 6, 82.

22] Dowling, M., Wycoff, N., Mayer, B., Wenskovitch, J., House, L., **Polys, N.**, North, C. and Hauck, P. (2019). "Interactive Visual Analytics for Sensemaking with Big Text". Big Data Research, 16, pp.49-58.

21] Tabor, K.M., Marquart, G.D., Hurt, C., Smith, T.S., Geoca, A.K., Bhandiwad, A.A., Subedi, A., Sinclair, J.L., Rose, H.M., **Polys, N.F.** and Burgess, H.A. (2019). "Brain-wide cellular resolution imaging of Cre transgenic zebrafish lines for functional circuit-mapping". eLife, 8, p.e42687.

20] Narayanan, S., **Polys, N.** and Bukvic, I.I. (2018). "Cinemacraft: exploring fidelity cues in collaborative virtual world interactions". Virtual Reality, pp.1-21.

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Technical skills

- **Certified by:** VT IRB board for Human Subjects Research and Ethics
- **Fluent in:** X3D, VRML, Java, C++, Perl, UNIX/Linux, SQL, OpenGL/WebGL
XML & XSLT, (x)HTML, PHP, Python, ECMA/Javascript,
numerous commercial and open-source applications
for interactive 3D modeling and visualization on the WWW and MR

Personal Information

- Happily married to Katherine Mills Polys since 1996
- Performing musician and songwriter since 1992: guitar, banjo, vocals
- Hobbies: fly-fishing, canoeing, hiking, camping
- Other Interests: mathematics of natural forms, evolutionary computation, the neuroscience of presence

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