

Curriculum Vitae

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Research Interests

Virtual Reality; game development and technologies; robotics and machine perception (tactile, vision)

Experience

Sept. 2006 - present. Associate Professor, Computer Science, Ithaca College, Ithaca, NY

Aug. 2000 - Aug 2006. Assistant Professor, Computer Science, Ithaca College, Ithaca, NY

Teaching and course development: Introductory and advanced courses, including Introduction to Computers and Information Systems (non-majors); Introduction to Computer Science I; Software Engineering; Human Computer Interface Design; Computer Graphics; Virtual Reality; and supervision of senior projects (the capstone experience for majors.) Collaborative development of interdisciplinary courses in game studies and development with faculty in the Park School of Communications. Additional responsibilities include advising, committee work, etc.

Other responsibilities: Principle investigator and program manager for a National Science Foundation Research Experiences for Undergraduates (REU) Site housed within the department.

Areas of Research: Collaborative research with faculty in the School of Health Sciences and Human Performance addressing basic motor control, the use of VR for rehabilitation of elderly stroke patients and children with cerebral palsy, virtual patients for education and training, and assistive technologies.

Oct. 1991 - July 2000. Principal Member of Technical Staff, Sandia National Laboratories, Albuquerque, NM

Established and managed the Virtual Reality and Intelligent Simulation (VR/IS) laboratory. Responsibilities included defining and coordinating multiple research projects, leading a dynamic research team consisting variously of full-time staff, matrixed laboratory specialists, visiting university faculty, and student interns, and managing the growth and direction of the program. The latter consisted of obtaining funding, managing external collaborations, forging industrial alliances, and representing the program to external sponsors.

Areas of Research: intelligent, multi-user VR systems applied to small team training, mission planning and rehearsal; multimedia information systems; interactive 3D MUDs for training and analysis.

Jan. 1988 - Sept. 1991. Senior Member of Technical Staff, Sandia National Laboratories, Albuquerque, NM

Areas of Research: robotic grasping; active tactile perception; multi-sensor fusion; VR for robotics training, planning and control.

Jan. 1985 - Dec. 1987. Research Assistant, GRASP Lab, University of Pennsylvania, Philadelphia, PA

Areas of Research: Machine intelligence; active robotic tactile perception and control; machine vision; multi-sensor fusion.

Sept. 1983 - Dec. 1984. Research Assistant, GRASP Lab, University of Pennsylvania, Philadelphia, PA

Areas of Research: Expert systems; computer vision; image interpretation (biomedical.)

Sept. 1982 - May 1983. Teaching Assistant, Computer Science, University of Pennsylvania, Philadelphia, PA

Instructor: Introduction to Programming (Fall and Spring semesters).

July 1980 - Aug. 1982. Member of Technical Staff., Lincoln Laboratory – MIT, Lexington, MA

Areas of Research: signal processing; data analysis (space sciences.)

Education

December 1987. Ph.D. in Computer and Information Science, University of Pennsylvania, Philadelphia, PA

Thesis Title: Visually-guided Haptic Object Recognition

December 1984. M.S.E. in Computer and Information Science, University of Pennsylvania, Philadelphia, PA

Thesis Title: ANGY: A Rule-Based Expert System for Identifying and Isolating Coronary Vessels in Digital Angiograms

May 1980. B.A. State University of New York, Potsdam, NY

Majors in Computer Science, Mathematics, and Physics

Magna Cum Laude, University Honors

Additional Information

Professional Societies: ACM (SIGGRAPH, SIGCSE), IEEE and IEEE Computer Society, UPE (Computer Science Honor Society.) Council on Undergraduate Research

Professional Activities: Member of the IEEE computer graphics steering committee - subcommittee on VR. Program co-chair for the Virtual Reality Annual International Symposium (VRAIS) 1996; General chair for VRAIS 1997; continued support for IEEE VR conference. Reviewer or technical program committee member for several technical publications and conferences, including Presence, IEEE CGA, IEEE TVCG and IEEE Conferences on Virtual Reality and Robotics and Automation. Reviewer and panel member for NSF and NIJ. Invited speaker at numerous conferences, workshops, panels, and academic seminars.

References