

Joseph F. McCarthy

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In a nutshell: creative visionary, inspiring leader, and effective communicator of market-leading technology innovations focusing on large-scale real-world deployments, with strong relationship management and mentoring skills, fresh entrepreneurial experience and long-standing expertise in essential elements of Web 2.0: social computing, ubiquitous computing, computer-supported cooperative work, natural language processing and machine learning.

Overview

I am deeply passionate about exploring new ways of using digital technology to create opportunities for people to connect with and relate to one another. Over the past several years, I have focused my efforts on the use of ubiquitous computing technologies to augment shared physical spaces, bringing the benefits of virtual communities into physical communities in a variety of public and semi-public places. I have pursued this goal through my roles as researcher, conference organizer and entrepreneur.

My approach to technology exploration is human-centered, starting with the identification of unmet human needs and wants, and the context(s) into which technology might be introduced to meet those needs, then designing applications that address those needs while attempting to mesh with common practices, deploying the systems in real settings outside of the laboratory, and evaluating their impact with a special focus on unanticipated uses – and users.

My approach to team building is to bring together people with complementary skills, experiences and perspectives, who share a strong passion and aspiration toward a common goal, provide them with as many resources and as few constraints as possible, and essentially stay out of their way as they engage their creative energies in innovative ways that maximize the positive impact of the entire team.

My approach to life is best expressed through Don Miguel Ruiz' Four Agreements:

1. Be Impeccable With Your Word
2. Don't Take Anything Personally
3. Don't Make Assumptions
4. Always Do Your Best

Education

Ph.D. in Computer Science, September 1996

University of Massachusetts, Amherst, MA

Concentration: Artificial Intelligence / Natural Language Processing / Machine Learning

Thesis: "A Trainable Approach to Co-reference Resolution for Information Extraction"

Advisor: Wendy Lehnert

M.S. in Computer Science, December 1985

Rensselaer Polytechnic Institute (RPI), Hartford, CT, campus

Concentration: Software Engineering

B.A. in Philosophy, May 1983

Ripon College, Ripon, WI

Professional Experience

Interrelativity, Inc. (Woodinville, WA)

Chief Technology Officer, 2005-present; *Connector-in-Chief*, 2004-present; founded company, assembled a team, directed the technology design, development, and deployment as well as sales and marketing of a new generation of *proactive display* software that enhances personal and professional networking opportunities by showing content from people's online profiles on large displays in shared physical spaces.

Intel Research (Seattle, WA)

Senior Researcher, 2002-2004; responsible for defining and managing research projects that demonstrate potential user benefits in a future filled with ubiquitous computing technologies, e.g., Proactive Displays.

Proactive Displays & The Experience UbiComp Project (AUTOSPEAKERID, TICKET2TALK, NEIGHBORHOOD WINDOW): a suite of three applications running on large, public displays augmented with radio frequency identification (RFID) readers, designed to sense and respond in contextually appropriate ways to people nearby, enhancing the awareness and interaction opportunities among conference attendees.

Accenture Technology Labs (Chicago, IL)

Senior Manager, 2000-2002; *Manager*, 1996-2000; responsible for creating visions of how disruptive technologies will affect the way we work and live in the future, designing prototypes to illustrate those visions, demonstrating those prototypes and discussing their implications with a variety of internal and external business audiences. Projects include Ubiquitous Peripheral Displays, Visual Location Awareness Tools and MusicFX.

Ubiquitous Peripheral Displays (UNICAST, OUTCAST, GROUPCAST): a suite of applications illustrating a future wherein video displays permeate a broad range of physical environments throughout the workplace: inside an individual workspace (UNICAST), outside an individual workspace (OUTCAST) and in a common area adjoining a cluster of workspaces (GROUPCAST).

Visual Location Awareness Tools (ACTIVEMAP, EVENTMANAGER): tools for creating greater awareness of the location and activities of colleagues within the workplace, to provide support for informal communication within and across teams.

MUSICFX: a system that links a personnel badge reader and a satellite receiver with a preference database to create a technology-enhanced fitness center environment that knows who is working out, what they like to listen to, and dynamically adjusts the music to best suit the group of exercisers at any given time.

University of Massachusetts (Amherst, MA)

Graduate Research Assistant, 1990-1996; developed new approaches for using machine learning and other statistical techniques in a variety of natural language processing system components in *information extraction* applications – programs that find useful information in a collection of texts, and encode that information in a format suitable for incorporation into a database; Ph.D. thesis demonstrated how decision trees automatically induced from a corpus of texts can perform on a par with manually-engineered rules for resolving co-referent phrases within a text.

Independent Consultant (Amherst, MA)

1989-1993; co-designed, implemented and maintained a suite of statistical process control applications for thread inspection systems manufactured by the client, The Johnson Gage Company.

University of Hartford (Hartford, CT)

Assistant Professor of Computer Science, 1985-1989; taught undergraduate courses on computer programming, operating systems and artificial intelligence (AI), developed AI concentration and overhauled introductory programming curriculum, advised students and conducted research.

Publications

Refereed Journal and Magazine articles

David G. Hendry, J.R. Jenkins and Joseph F. McCarthy. 2006. **Collaborative Bibliography**. *Information Processing and Management* 42 (2006) 805–825.

Joseph F. McCarthy. 2001. **The Virtual World Gets Physical: Perspectives on Personalization**. *IEEE Internet Computing*, 5(6):48-52. Special Issue on Personalization and Privacy, November/December 2001.

Joseph F. McCarthy. 2001. **Active Environments: Sensing and Responding to Groups of People**. *Journal of Personal and Ubiquitous Computing*, 5(1), January 2001. [An earlier version appears in *2000 Conf. on Human Factors in Computer Systems (CHI 2000) Extended Abstracts*, The Hague.]

Wendy G. Lehnert, Claire Cardie, David Fisher, Joseph McCarthy, Ellen Riloff and Stephen Soderland. 1994. **Evaluating an Information Extraction System**. *Journal of Integrated Computer-Aided Engineering*, 1(6).

Refereed Conference Papers

Joseph F. McCarthy and danah m. boyd. 2005. **Digital Backchannels in Shared Physical Spaces: Experiences at an Academic Conference**. *Extended Abstracts of the 2005 ACM Conf. on Human Factors in Computer Systems (CHI 2005)*, Portland, OR.

Joseph F. McCarthy, David W. McDonald, Suzanne Soroczak, David H. Nguyen and Al M. Rashid. 2004. **Augmenting the Social Space of an Academic Conference**. *Proc. of the ACM 2004 Conf. on Computer Supported Cooperative Work (CSCW 2004)*. Chicago, IL. 39-48.

Joseph F. McCarthy, Tony J. Costa and Edy S. Liongosari. 2001. **UNICAST, OUTCAST & GROUPCAST: Three Steps Toward Ubiquitous Peripheral Displays**. In Gregory D. Abowd, Barry Brumitt, Steven Schafer (Eds.) *Proc. of the Int'l. Conf. on Ubiquitous Computing (UbiComp 2001)*, Atlanta. Lecture Notes in Computer Science, Vol. 2201, Springer – Verlag, Heidelberg. 332-345.

Joseph F. McCarthy and Theodore D. Anagnost. 2000. **EVENTMANAGER: Support for the Peripheral Awareness of Events**. In Peter Thomas, Hans W. Gellersen (Eds.) *Handheld and Ubiquitous Computing. Proc. of the Second Int'l. Symposium (HUC 2000)*, Bristol, UK. Lecture Notes in Computer Science, Vol. 1927, Springer – Verlag, Heidelberg. 227-235.

Joseph F. McCarthy and Eric S. Meidel. 1999. **ACTIVEMAP: A Visualization Tool for Location Awareness to Support Informal Interactions**. In Hans W. Gellersen (Ed.) *Handheld and Ubiquitous Computing. Proc. of the First Int'l. Symposium (HUC '99)*, Karlsruhe, Germany. Lecture Notes in Computer Science, Vol. 1707, Springer – Verlag, Heidelberg. 158-170.

M. V. Nagendra Prasad and Joseph F. McCarthy. 1999. **A Multi-Agent System for Meting Out Influence in an Intelligent Environment**. *Proc. of the Eleventh Conf. on Innovative Applications of Artificial Intelligence (IAAI '99)*. Orlando, FL. 884-890.

Joseph F. McCarthy and Theodore D. Anagnost. 1998. **MUSICFX: An Arbiter of Group Preferences for Computer Supported Cooperative Workouts**. *Proc. of the ACM 1998 Conf. on Computer Supported Cooperative Work (CSCW '98)*. Seattle, WA. 363-372.

Joseph F. McCarthy and Wendy G. Lehnert. 1995. **Using Decision Trees for Co-reference Resolution**. *Proc. of the 14th Int'l. Joint Conf. on Artificial Intelligence (IJCAI '95)*. Montreal, Canada. 1050-1055.

Refereed Videos

Joseph F. McCarthy and Theodore D. Anagnost. 2000. **MUSICFX: An Arbiter of Group Preferences for Computer Supported Collaborative Workouts.** *Proc. of the ACM 2000 Conf. on Computer Supported Cooperative Work (CSCW 2000) Video Program*, Philadelphia, PA.

Refereed Workshop Papers

Joseph F. McCarthy, David H. Nguyen, Al Mamunur Rashid and Suzanne Soroczak. 2003. **Proactive Displays & The Experience UbiComp Project.** *First Int'l. Workshop on Ubiquitous Systems for Supporting Social Interaction and Face-to-Face Communication in Public Spaces at the Fifth Int'l. Conf. on Ubiquitous Computing (UbiComp 2003)*, Seattle.

Mike Perkowitz, Matthai Philipose, Joseph F. McCarthy. 2003. **Utilizing Online Communities to Facilitate Physical World Interactions.** *Workshop on Intimate Computing at the Fifth Int'l. Conf. on Ubiquitous Computing (UbiComp 2003)*, Seattle.

Joseph F. McCarthy. 2002. **Using Public Displays to Create Conversation Opportunities.** *Workshop on Public, Community, and Situated Displays at the ACM 2002 Conf. on Computer Supported Cooperative Work (CSCW 2002)*, New Orleans.

Joseph F. McCarthy. 2002. **POCKET RESTAURANTFINDER: A Situated Recommender for Groups.** *Workshop on Mobile Ad-Hoc Collaboration at the 2002 Conf. on Human Factors in Computer Systems (CHI 2002)*, Minneapolis.

Joseph F. McCarthy, Tony J. Costa, Elaine M. Huang and Joseph Tullio. 2001. **Defragmenting the Organization: Disseminating Community Knowledge through Peripheral Displays.** *Workshop on Community Knowledge at the Seventh European Conf. on Computer Supported Cooperative Work (ECSCW 2001)*, Bonn.

Joseph F. McCarthy, Tony J. Costa and Edy S. Liongosari. 2001. **UNICAST, OUTCAST & GROUPCAST: An Exploration of New Interaction Paradigms for Ubiquitous Peripheral Displays.** *Workshop on Distributed and Disappearing Interfaces in Ubiquitous Computing at the 2001 ACM Conf. on Human Factors in Computer Systems (CHI 2001)*, Seattle, WA.

Joseph F. McCarthy and Tony J. Costa. 2000. **UNICAST & GROUPCAST: An Exploration of Personal and Shared Peripheral Displays.** *Workshop on Shared Environments to Support Face-to-Face Collaboration at the ACM 2000 Conf. on Computer Supported Cooperative Work (CSCW 2000)*, Philadelphia, PA.

Joseph F. McCarthy. 1998. **MUSICFX: An Arbiter of Group Preferences.** In *Papers from the 1998 AAAI Spring Symposium on Intelligent Environments*. AAAI Press: Technical Report SS-98-02. Stanford, CA. 96-102.

Edwina L. Rissland, Chumki Basu, Jody J. Daniels, Joseph McCarthy, Zachary B. Rubinstein and David B. Skalak. 1991. **A Blackboard-based Architecture for CBR: An Initial Report.** *Proc. of the DARPA Case-Based Reasoning Workshop*. E. R. Bareiss (Ed.). Morgan Kaufmann.

Invited Papers

Anatole V. Gershman, Joseph F. McCarthy and Andrew E. Fano. 1999. **Situated Computing: Bridging the Gap between Intention and Action.** *Proc. of the Third Int'l. Symposium on Wearable Computing (ISWC '99)*. San Francisco, CA.

Book Chapters

Joseph F. McCarthy. 2003. **Promoting a Sense of Community through Ubiquitous Peripheral Displays.** In Kenton O'Hara, Mark Perry, Elizabeth Churchill & Daniel Russell (eds.), *Public and Situated Displays: Social and Interactional Aspects of Shared Display Technologies*, Kluwer.

Other Refereed Papers

Joseph F. McCarthy and danah boyd. 2004. **Digital Backchannels in Shared Physical Spaces: Attention, Intention and Contention** (Panel). *Proc. of the ACM 2004 Conf. on Computer Supported Cooperative Work (CSCW 2004)*. Chicago, IL. 550-553.

Joseph F. McCarthy, J. R. Jenkins and David G. Hendry. 2003. **The Ubiquitous Computing Resource Page (www.ucrp.org).** *Fifth Int'l. Conf. on Ubiquitous Computing (UbiComp 2003) Adjunct Proceedings*, Seattle. 75-77.

Joseph F. McCarthy, David H. Nguyen, Al Mamunur Rashid and Suzanne Soroczak. 2003. **Proactive Displays & The Experience UbiComp Project.** *Fifth Int'l. Conf. on Ubiquitous Computing (UbiComp 2003) Adjunct Proceedings (Demonstration)*, Seattle. 78-81.

Elaine M. Huang, Joe Tullio, Tony J. Costa and Joseph F. McCarthy. 2002. **Promoting Awareness of Work Activities Through Peripheral Displays.** *2002 Conf. on Human Factors in Computer Systems (CHI 2002) Extended Abstracts*, 20-25 April 2002, Minneapolis. 648-649.

Other Papers

Joseph F. McCarthy. 1996. **A Trainable Approach to Co-reference Resolution for Information Extraction.** Ph.D. Dissertation. University of Massachusetts.

David Fisher, Stephen Soderland, Joseph McCarthy, Fangfang Feng and Wendy Lehnert. 1996. **Description of the UMass Systems as Used for MUC-6.** *Proc. of the 6th Message Understanding Conference (MUC-6)*. B. Sundheim and N. Chinchor (Eds.). Morgan Kaufmann.

Wendy Lehnert, Joseph McCarthy, Stephen Soderland, Ellen Riloff, Claire Cardie, Jon Peterson, Fangfang Feng, Charles Dolan and Seth Goldman. 1993. **UMass/Hughes: Description of the Circus System Used for Tipster Text.** *Proc. of the Tipster Text Program (Phase I)*. Morgan Kaufmann. 247-256.

Wendy Lehnert, Joseph McCarthy, Stephen Soderland, Ellen Riloff, Claire Cardie, Jon Peterson, Fangfang Feng, Charles Dolan and Seth Goldman. 1993. **UMass/Hughes: Description of the Circus System Used for MUC-5.** *Proc. of the Fifth Message Understanding Conference (MUC-5)*. Morgan Kaufmann. 277-291.

Wendy Lehnert, Claire Cardie, David Fisher, Joseph McCarthy, Ellen Riloff and Stephen Soderland. 1992. **University of Massachusetts: MUC-4 Test Results and Analysis.** *Proc. of the Fourth Message Understanding Conference (MUC-4)*. Morgan Kaufmann. 151-158.

Wendy Lehnert, Claire Cardie, David Fisher, Joseph McCarthy, Ellen Riloff and Stephen Soderland. 1992. **Description of the Circus System as Used for MUC-4.** *Proc. of the Fourth Message Understanding Conference (MUC-4)*. Morgan Kaufmann. 282-288.

Presentations

External

“The Practicalities, Perils and Promise of RFID”

Dorkbot Seattle, 1 March 2006

Northwest Entrepreneur Network, Seminar on Emerging Trends in Wireless, 26 April 2005

“Augmenting the Social Space of an Academic Conference”

University of Washington, Information School, Guest Lecture, INSC 598, 4 March 2005

ACM 2004 Conf. on Computer Supported Cooperative Work (CSCW 2004), Chicago, 8 November 2004

“Revelationary Computing, Proactive Displays & The Experience UbiComp Project”

University of Washington, Communications Department, Guest Lecture, COM 590, 1 November 2005

Sandia National Labs, Advanced Concepts Group, 31 May 2005

Accenture Technology Labs, 5 November 2004

Microsoft Research, 2 September 2004

“Proactive Displays & The Experience UbiComp Project”

Keynote, *UCSD Jacobs School of Engineering 23rd Annual Research Review*, University of California, San Diego, 28 February 2004

“Technology in Places”

Keynote, *Intel Meaning of Place Forum*, Hillsboro, OR, 9 September 2003

“Proactive Displays & The Experience UbiComp Project”

First Int’l. Workshop on Ubiquitous Systems for Supporting Social Interaction and Face-to-Face Communication in Public Spaces at the *Fifth Int’l. Conf. on Ubiquitous Computing (UbiComp 2003)*, Seattle, 12 October 2003

“Proactive Displays & The Experience UbiComp Project”

University of Washington, Communications Department, Guest Lecture, COM 597, 14 January 2004

Seminar, School of Architecture, University of Washington, Seattle, 2 June 2003

Guest Lecture, CS590UC, University of Washington, Seattle, 30 April 2003

Intel at Berkeley Day, University of California, Berkeley, 1 April 2003

“Active Environments”

University of California, Berkeley, IEOR / ME Joint Seminar, 10 March 2003

Intel Research, Berkeley, Seminar, 31 January 2003

University of California, San Diego, CSE Colloquium, 4 December 2002

“A Whirlwind Tour of Computer Supported Cooperative Work”

University of California, Berkeley, Guest Lecture, CS160, 24 November 2003

University of Washington, Computer Science & Engineering Dept., Guest Lecture, CSE590, 3 March 2003

ACM 2002 Conf. on Computer Supported Cooperative Work (CSCW 2002), Tutorial (co-presented with Elizabeth Churchill), New Orleans, 16 November 2002

“Using Public Displays to Create Conversation Opportunities”

Workshop on Public, Community, and Situated Displays at the *ACM 2002 Conf. on Computer Supported Cooperative Work (CSCW 2002)*, New Orleans, 16 November 2002

“POCKET RESTAURANTFINDER: A Situated Recommender for Groups”

Workshop on Mobile Ad-Hoc Collaboration at the *2002 Conf. on Human Factors in Computer Systems (CHI 2002)*, Minneapolis, 22 April 2002

External Presentations (*continued*)

“UNICAST, OUTCAST & GROUPCAST: Three Steps Toward Ubiquitous Peripheral Displays”

Int’l. Conf. on Ubiquitous Computing (UbiComp 2001), Atlanta, 2 October 2001

“Defragmenting the Organization: Disseminating Community Knowledge through Peripheral Displays”

Workshop on Community Knowledge at the Seventh European Conf. on Computer Supported Cooperative Work (ECSCW 2001), Bonn, 16 September 2001

“Active Environments: Sensing and Responding to Groups of Inhabitants”

Dagstuhl Seminar on Ubiquitous Computing, Baden, Germany, 14 September 2001

“UNICAST, OUTCAST & GROUPCAST: An Exploration of New Interaction Paradigms for Ubiquitous Peripheral Displays”

Workshop on Distributed and Disappearing Interfaces in Ubiquitous Computing at the 2001 ACM Conf. on Human Factors in Computer Systems (CHI 2001), Seattle, 31 March 2001

“ACTIVEMAP, EVENTMANAGER, POCKETWATCH: A Suite of Tools to Support Awareness and Collaboration in the Workplace”

Notre Dame University, Mendoza College of Business, Lecture Series on the Impact of Technology on Business, Society and Management, 16 February 2001

Case Western Reserve University, Weatherhead School of Management, 26 October 2000

“UNICAST & GROUPCAST: An Exploration of Personal and Shared Peripheral Displays”

Workshop on Shared Environments to Support Face-to-Face Collaboration at the ACM 2000 Conf. on Computer Supported Cooperative Work (CSCW 2000), Philadelphia, PA, December 2000

“EVENTMANAGER: Support for the Peripheral Awareness of Events”

Second Int’l. Symposium on Handheld and Ubiquitous Computing (HUC 2000), Bristol, UK, 26 September 2000

“Active Environments: Applications and Implications”

Rensselaer Polytechnic Institute (Hartford campus), Computer Science Seminar, 17 December 1999

Georgia Institute of Technology, Future Computing Environments Seminar, 2 November 1999

“Everywhere and Invisible: Applications and Implications of Emerging Technologies”

Kellogg Graduate School of Management, Chicago, IL, 13 July 1999

Keynote, *Fifth Annual Queens Forum on Information Technology (QFIT ‘99)*, Kingston, Ontario, 5 February 1999

“MUSICFX: An Arbiter of Group Preferences for Computer Supported Cooperative Workouts”

ACM 1998 Conf. on Computer Supported Cooperative Work (CSCW ‘98), Seattle, WA, 18 November 1998

“MUSICFX: An Arbiter of Group Preferences”

1998 AAAI Spring Symposium on Intelligent Environments, Stanford, CA, 22 March 1998

“Using Decision Trees for Co-reference Resolution”

14th Int’l. Joint Conf. on Artificial Intelligence (IJCAI ‘95), Montreal, Quebec, 25 August 1995

“Artificial Intelligence and Fourth Generation Languages”

Keynote, *M.I.S. Conference*, Culbro Corporation, Montauk, NY, 15 October 1987

Internal Presentations (Accenture)

“Active Environments: Enhancing Awareness to Support Collaboration in the Workplace”

Andersen Consulting Pharmaceutical & Medical Products Community Meeting, 10 August 2001

“Voice Services”

Accenture Virtual Seminar (webcast), 30 April 2001

“Active Environments: Applications and Implications”

Andersen Consulting SDS Midwest Community Meeting, 23 June 2000

Andersen Consulting New York City Technology Community 2 Meeting, 11 October 1999

Andersen Consulting Oslo Technology Meeting, 24 September 1999

“Everywhere and Invisible: Applications and Implications of Emerging Technologies”

Andersen Consulting Milwaukee Process Community Meeting, Northbrook, IL, 19 March 1999

“Smart Environments: Adapting to People in the Real World”

Andersen Consulting Denver Technology Community Meeting, Denver, CO, 26 February 1999

“CSTaR Overview and Smart Environments Research”

Andersen Center for Education, Technology for Business Integration, St. Charles, IL, 5 January 1999

“CSTaR Overview, Ubiquitous Computing and Intelligent Environments”

Andersen Center for Education, Technology for Business Integration, St. Charles, IL, 18 August 1998

“A Personal Information Economy”

Andersen Consulting Chicago Technology Consultants and Analysts Meeting, 27 March 1998

“What’s New in CSTaR?”

Andersen Consulting Network Architectures Meeting, Chicago, IL, 14 February 1997

Press

“Using High-Tech to Break the Ice”, Kristi Heim, *Seattle Times*, 13 March 2006

“Urban Renewal, the Wireless Way”, Linda Baker, *Salon*, 29 November 2004

“A Connection in Every Spot”, Mark Baard, *Wired News*, 16 October 2003

“Ubiquitous Computing: Slow Going”, Rick Merritt, *EE Times*, 28 March 2003

Patents

U.S. Patent #6,498,955. Joseph F. McCarthy and Theodore D. Anagnost. *Member preference control of an environment*. Filed: March 19, 1999; Awarded: December 24, 2002

Awards

MusicFX. Nova 7 Award for Innovative Excellence: Category 5, Web Sites & Technology. *Fitness Management Magazine*. January 1999

Teaching (University of Hartford, 1985-89)

Curricula Developed

Introductory Programming course sequence (CS 114 & 115)
Artificial Intelligence upper-level concentration

Courses Developed

Introduction to Artificial Intelligence (CS 381, every fall)
Advanced Topics in Artificial Intelligence (CS 480, Spring 1987 & 1988)
Knowledge-Based Systems (CS 480, Spring 1989)

Courses Taught

Introduction to Computer Science (CS 110)
Introduction to Programming I & II (CS 114 & 115)
Operating Systems (CS 451)
Introduction to Artificial Intelligence (CS 381)
Advanced Topics in Artificial Intelligence (CS 480)
Knowledge-Based Systems (CS 480)

Professional Service

Member, Venture Breakfast Committee, *Northwest Entrepreneur Network (NWEN)*, 2004-present

Industrial Liaison, *ACM 2004 Conf. on Computer Supported Cooperative Work (CSCW 2004)*

Conference Chair, *Fifth Int'l. Conf. on Ubiquitous Computing (UbiComp 2003)*

Conference Co-Chair, *ACM 2002 Conf. on Computer Supported Cooperative Work (CSCW 2002)*

Co-Chair, Technical Notes, *Int'l. Conf. on Ubiquitous Computing (UbiComp 2001)*

Reviewer: *ACM Conf. on Human Factors in Computer Systems (CHI 2000-2006)*
IEEE Int'l. Symposium on Wearable Computers (ISWC 2003)
ACM Conf. on User Interface Systems and Technology (UIST 2003)
Applied Artificial Intelligence Journal (Special issue on AI and Mobile Systems, 2003)
Int'l. Conf. on Ubiquitous Computing (UbiComp 2002)
IEEE Pervasive Computing (2002)
Communications of the ACM (2002)
IEEE Internet Computing (2001)
Journal of Personal and Ubiquitous Technologies (2001)
Second Int'l. Symposium on Handheld and Ubiquitous Computing (HUC 2000)
ACM Conf. on User Interface Systems and Technology (UIST 2000)
IEEE Int'l. Symposium on Wearable Computers (ISWC 2000)
Machine Learning Journal: Special Issue on Natural Language Learning (1999)
Conference on Computational Linguistics (COLING '94)

Member, Program Committee, *Fifth Message Understanding Conference (MUC-5)*, 1993

Member, Community & Trust Subcommittee of the Applications, Interfaces & Media (AIM) Committee, *Intel Research Council*, 2003-2004

Technical Advisor, *Intel Undergraduate Research Contest*, 2002-2004

Mentor, *Intel Ph.D. Fellowship Program*, 2003

Co-organizer and Coordinator, Seminar Series, *Intel Research Seattle*, 2002-2004

Coordinator, PhD-level Recruiting, *Accenture Technology Labs*, 1997-2002

Coordinator, Summer Intern program, *Accenture Technology Labs*, 1997-2002

Research Coordinator, Open House events, *Accenture Technology Labs*, 2001-2002

Organizer, Research Retreats, *Accenture Technology Labs*, 1998 & 2000

Member, Curriculum Committee, Department of Mathematics, Physics and Computer Science, *University of Hartford*, 1985-1989

Course Coordinator, Introduction to Computer Programming sequence, Department of Mathematics, Physics and Computer Science, *University of Hartford*, 1985-1989

Member, Subcommittee on Usage of Common Academic Computing Facilities, Advisory Committee on Academic Computing, *University of Hartford*, 1985-1989

Member, Computer Science Accreditation Board (CSAB) Task Force, Department of Mathematics, Physics and Computer Science, *University of Hartford*, 1988-1989

Member, Directed Lab Taskforce, Department of Mathematics, Physics and Computer Science, *University of Hartford*, 1986-1987

Professional Societies

Association of Computing Machinery (ACM)

ACM Special Interest Groups on Computer-Human Interaction (SIGCHI) and Groupware (SIGGROUP)

Institute of Electrical and Electronics Engineers (IEEE) Computer Society

Northwest Entrepreneurs Network (NWEN)

Personal

Married, with two children

Assistant Coach: Girls' softball (4 years), Boys' Little League (3 years), Girls' soccer (2 years)

President, Interlaken Meadows Homeowners Association, 1998-2002

Interests / hobbies include yoga, tai chi, volleyball, billiards, darts, ping pong, guitar, Native American flute, fine foods & wines, humor, politics, and philosophy (some of which mix better than others).

References

Available upon request.