

Joseph T. Kider Jr.

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Education

Doctor of Philosophy (Expected), Computer and Information Science,
University of Pennsylvania, Philadelphia, PA
Computer Graphics , Advisor: Norman I. Badler

Master of Science in Engineering (2004), Computer and Information Science,
University of Pennsylvania, Philadelphia, PA

Bachelor of Science in Computer Science (2003), Electrical Engineering and Computer Science,
The Catholic University of America, Washington, D.C.

Research Interests

My current research interests are in computer graphics and computer animation. In, particular, they include creating physically based simulations such as time-varying surface and geometric imperfections, multi-modal motion capture and character animation, and GPU programming and architecture.

Professional Work Experience

1/2011 – Present	University of Pennsylvania	Philadelphia, PA
Lecturer , Department of Computer and Information Science		
7/2009 – Present	University of Pennsylvania	Philadelphia, PA
Associate Director , SIG Center for Computer Graphics		

Teaching Experience

- Physically Based Animation (CIS563) – Instructor : Spring 2011
- GPU Programming and Architecture (CIS 565/665) – Instructor : Spring 2007, Spring 2008, Summer 2009, Spring 2010, Spring 2011, Fall 2011
- Senior Capstone Project –Digital Media Design (EAS 499/CIS497) – Instructor: Spring 2009, Spring 2010, Spring 2011, Fall 2011

Awards

- Honorable Mention Paper Award, Symposium for Computer Animation 2011
- Penn Prize for Excellence in Graduate Student Teaching 2010
- Best Paper Award, 10th VAST International Symposium on Virtual Reality, Archaeology and Cultural Heritage 2009
- Best Poster, 1st GPU Technology Conference 2009

Technical Skills

- **Motion Capture Systems:** Vicon MX, Ascension ReActor, Immersion CyberGloves, Animazoo Gypsy Gro, Innalabs 3D Suit, Xsens Moven, Natural Point OptiTrack
- **Multi- Modal Systems:** Medilogic Sole Pressure Senors, FlexComp Biometric Sensors (EKG, GSR, Respiration, Tempeture, BVP), AMTI Force Plates, Basker Digital Cameras
- **Languages:** C++, C, Matlab, Python, GLSL, CG, CUDA, OpenCL, PHP, (Limited) Ada, RSL
- **Libraries:** OpenGL, OpenCL, GLUT, QT, SOIL
- **Tools:** Maya, VC++, Vicon (Nexus, Blade, Bodybuilder), Photoshop