

Curriculum Vitae - Michael Robert Marner

Personal Information

Wearable Computer Lab
School of Computer & Information Science
University of South Australia

michael@20papercups.net
<http://www.20papercups.net>

Professional Experience

3/2008 - Current *Position:* Ph.D. Candidate
Employer: University of South Australia

Experience Summary: C++, OpenGL, network programming, development toolchain experience, 3D modelling and video editing, augmented reality research.

Responsibilities / Achievements: Development of Spatial Augmented Reality systems, conducting user evaluations, developing new user interface techniques.

3/2005 - Current *Position:* Lecturer, tutor and practical supervisor
Employer: University of South Australia

Experience Summary: Public speaking, communication skills, teaching skills, administration work, program debugging in Java, C++ and OpenGL.

Responsibilities / Achievements: Teaching both large and small classes for the subjects: Computer Graphics, Java Programming, Operating Systems, Objects & Algorithms, and Foundations of Computing. Conducting lectures and tutorials. Marking of student examination papers, assignments and tests.

2006 - 2008 *Position:* Web Developer
Employer: Loud Whisper Design

Experience Summary: PHP programming with MySQL databases, HTML and Javascript programming, problem solving, requirements analysis, and software design.

Responsibilities / Achievements: Communicating with clients to establish project scope and requirements. Designing and implementing PHP based solutions to web applications.

Education

3/2008 - Current Ph.D. - The University of South Australia
Supervisors: Prof. Bruce H. Thomas and Dr. Christian Sandor
Thesis topic: Interaction Techniques for Spatial Augmented Reality.

2003 - 2006 Bachelor of Information Technology (Computing & Multimedia) (Honours)
The University of South Australia
GPA: 6.28 (out of 7)
Graduated with first class honours

Honours and Awards

Australian Federal Government Postgraduate Research Award (APA)
Undergraduate Scholarship for entry into a degree Program in Computer & Information Science

Research Interests

Spatial Augmented Reality, 3D user interfaces, HCI techniques, computer graphics.

Publications

C. Sandor, A. Cunningham, U. Eck, D. Urquhart, G. Jarvis, A. Dey, S. Barbier, M.R. Marner, S. Rhee, "Egocentric Space-Distorting Visualizations for Rapid Environment Exploration in Mobile Mixed Reality", *IEEE Symposium on Virtual Reality*, 2010. (to appear)

M.R. Marner, B.H. Thomas and C. Sandor, "Physical-Virtual Tools for Spatial Augmented Reality User Interfaces", *International Symposium on Mixed and Augmented Reality*, 2009.

C. Sandor, A. Cunningham, U. Eck, D. Urquhart, G. Jarvis, A. Dey, S. Barbier, M.R. Marner, S. Rhee, "Egocentric Space-Distorting Visualizations for Rapid Environment Exploration in Mobile Mixed Reality", *International Symposium on Mixed and Augmented Reality*, 2009.

S. Porter, M.R. Marner, U. Eck, C. Sandor, B.H. Thomas, "Rundle Lantern in Miniature: Simulating Large Scale Non-Planar Displays", *International Conference on Advances in Computer Entertainment Technology*, 2009.

Skill Summary

Excellent problem solving skills

Excellent interpersonal and communication skills

Demonstrated public speaking skills

Enthusiastic and hard working, fast learner

Strong working knowledge of C++ and Java

Knowledge of programming languages and technologies such as PHP, XML, HTML and SQL

Experience with 3D modelling, animation, and rendering (Autodesk Maya)

Knowledge of Windows and Linux operating systems

Experience with computer networking

Extracurricular Activities

Sport

Downhill Mountainbiking

Music

Play piano, drums and guitar

Referees

Available on request.