NKENGE SAFIYA WHEATLAND

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SKILLS:

- **Programming languages:** C++, C, Java, OpenGL, Familiar with various Scripting Languages (MEL, Ruby, JavaScript, Python, Perl)
- **Operating systems:** Windows, Mac OSX, Linux
- **Software packages:** Vicon Blade, Visual Studio, Eclipse, Maya, MotionBuilder, Lightwright, MS Office
- **Theatrical skills:** Proficient with light and sound boards, familiar with lighting equipment and hardware, familiar with lighting design plots, set construction
- **Language skills:** French
- Leadership
- Event programming & planning

EDUCATION:

9/09 - Present
University of California, Riverside, Riverside, CA
Ph.D. - expected Spring 2016 - Computer Science
M.S. - Summer 2013 - Computer Science
Graduate Degrees for Minorities in Engineering and Science (GEM) Fellow
Alliances for Graduate Education and the Professoriate (AGEP) Scholar
Riverside Graphics Lab, Advisor: Victor Zordan

8/04 – 5/09
University of Maryland, Baltimore County, Baltimore, MD
B.S. Computer Science, Minors: Theatre and Mathematics; Game Development Track
Meyerhoff Scholarship Program

9/97 - 6/04
Roland Park Country School, Baltimore, MD

8/02 - 6/03
Polyvalente Montignac, Lac-Mégantic, Québec, Canada
American Scandinavian Student Exchange (ASSE) Program
Exchange student, total French immersion

INTERNSHIPS:

6/12 - 9/12, 9/13 - 12/31
Intel Corporation, Folsom, CA
Visual and Parallel Computing Group, HW Gfx SV - Debug team, Manger: Anshumal Sinha
Tested, analyzed, and edited iGenScope (newly written software used for identifying hangs in graphics hardware) ; Assisted with graphics hardware debugging; Wrote program in Perl to automate hardware debugging; Edited debug tool to provide tool tips to users

6/08 - 8/08
Research in Industrial Projects for Students, Pixar Animation Studios, Institute for Pure and Applied Mathematics, University of California, Los Angeles
Research Internship/ Computer Graphics/ Adding dynamics to 3-D characters (using PhysBAM/C++)

6/07 - 7/07
Integrated Media Systems Center, Viterbi School of Engineering, University of Southern California Research Internship/ Computer Graphics/ 3-D building modeling (using OpenGL/C++ and Maya)

6/06-12/06
Imaging Research Center, UMBC
Independent Study/ 3-D Modeling Animation in Maya

6/05-8/05
Williamstown Theatre Festival, Williamstown, MA Electrics
Intern

EXPERIENCE:

1/12 - 5/14	**University of California, Riverside**

Associate-In Professor (CS 06 – Effective Use of the World Wide Web, CS 66 – Intro to 3-D Digital Modeling, CS 67 – Intro to 3-D Digital Animation, CS 05 – Intro to Computer Programming)

9/09 - 12/14   Teaching Assistant (CS 06 – Introduction to the World Wide Web, CS 08 – Introduction to Computing, CS 10 – Introduction to Computer Science I, CS 12 – Introduction to Computer Science II, CS 130 – Computer Graphics, CS 164 – Computer Networks, CS 66 – Intro to 3-D Digital Modeling, CS 67 – Intro to 3-D Digital Animation)

2/07 - 6/08   **VANGOGH Laboratory**
Researcher, Computer Graphics/Non-photorealistic rendering

1/06   **Roland Park Country School**
Lighting Designer/Master Electrician, Footlight's Theatre Ensemble 4th Annual One-Act Plays

11/05 - 1/09   **Toby's Dinner Theatre**, Columbia and Baltimore MD Theatre
Electrician

1/05 - 1/09   **Center Stage**, Baltimore, MD
Theatre Electrician, Assistant to Tom Pearl (Production Manager/Master Electrician)

PUBLICATIONS:

Wheatland, N., Abdullah, A., Neff, M., Jörg, S., Zordan, V., Analysis in Support of Realistic Timing in Animated Fingerspelling, IEEE VR 2016 Poster Session, 2016.

Wheatland, N., Wang, Y., Song, H., Neff, M., Zordan, V. and Jörg, S. (2015), State of the Art in Hand and Finger Modeling and Animation. Computer Graphics Forum, 34: 735–760.

Wheatland, N., Jörg, S., Zordan, V., Automatic hand-over animation using Principle Component Analysis, Motion in Games (MIG), 2013.

Kang, C., Wheatland, N., Neff, M., Zordan, V., Automatic hand-over animation for free-hand motions from low resolution input, Motion in Games (MIG), 2012.

Nguyen, N., Wheatland, N., Brown, D., Parise, B., Liu, C. K., Zordan, V., Performance capture with physical interaction, ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA), 2010.

HONORS & ACTIVITIES:

Fall 2013, Spring 2015	GSA UCR Travel Grant
Spring 2012	GEM Fellowship
Fall 2010 - Summer 2011	Treasurer Computer Science & Engineering Graduate Student Association (UCR)
Summer 2010	AGEP Travel Grant
Summer 2009	AGEP Summer Research Fellowship
Spring 2008	Who's Who Among American College Students
Spring 2007	Omicron Delta Kappa – National Leadership Honors Society
Spring 2007 - Spring 2009	Leadership Consultant - Leadership Consultants Program (UMBC)
Winter 2007	LeaderShape 2007
Fall 2006 - Spring 2009	Student Events Board Programmer (UMBC)
Spring 2006	Semester Academic Honors (UMBC)
Spring 2005	National Society of Collegiate Scholars
Fall 2004	Dean's List, Semester Academic Honors (UMBC)
2004	International Thespian Society

INTERESTS:

Instruments: Cello, Guitar; Travel; Crossfit; Running; Trivia games; Photography; Broadway shows