

# Curriculum Vitae

---

## IULIAN RADU, Ph.D.

Email: [iulian@gatech.edu](mailto:iulian@gatech.edu)

Portfolio and Publications: [www.iulianr.com](http://www.iulianr.com)

LinkedIn: [www.linkedin.com/in/iulian-radu](http://www.linkedin.com/in/iulian-radu)

### Experience Summary

---

Award-winning researcher and developer of emerging technologies.

Deep passion for discovery, innovation, personal growth, and technological co-evolution.

Expertise in multiple areas of technology research & development. Previous employment in:

- **Software and Hardware Innovation**, hands-on research & development of products and academic courses including technologies of AR / VR / MR, IoT embedded systems, educational simulations, digital fabrication, iOS/Android mobile apps, AI, machine learning, lasers, satellites; working knowledge of 16 programming languages
- **Technical Project Management**, supervising teams of novice and experienced software developers, UX researchers, UX designers, project managers; nourishing collaborations within and across organizations
- **User Experience Research and Design**, grant writing and publications; executing qualitative / quantitative studies of emerging technologies in formal and informal environments, for adults and children

Winner of awards for innovative product designs, research publications, and teaching quality.

Author of 33 international research publications, cited 570+ times (Google Scholar)

### Education

---

#### HARVARD UNIVERSITY

Cambridge, MA, USA

Postdoctoral Research in Technology, Innovation, Education

2018

##### Primary Projects:

- Making with Understanding: Understanding Invisible Physics of Sound Generating Speakers through Collaborative Augmented-Reality in Maker Spaces (NSF funded)
- Electronic Sensor Visualizations for AR-based Innovation in Maker Spaces (NSF funded)

##### Secondary Projects:

- Physiological Sensor Analysis of Collaborative Learning in Maker Spaces
- Simulation of Physics and Mathematics Using Projection-based Mixed Reality
- Multimodal Sensing and Analysis of User Activities in Maker Spaces

##### Courses Instructed:

- Digital Fabrication for Education
- Multimodal Learning Analytics

#### GEORGIA INSTITUTE OF TECHNOLOGY

Atlanta, GA, USA

Ph.D. Human Centered Computing

2016

**Specialization:** Immersive Technologies, Educational Technologies and Child Development

**Minor Focus:** Quantitative Research Methods

**PhD Thesis:** Exploring the Usability of Augmented Reality Interaction Techniques During Children's Early Elementary-School Years

**Thesis Committee:** Dr. Blair MacIntyre, Dr. Ashok Goel, Dr. Ellen Do, Dr. Stella F. Lourenco (Emory University), Dr. Alissa N. Antle (Simon Fraser University)

#### UNIVERSITY OF BRITISH COLUMBIA

Vancouver, BC, Canada

Honors B.Sc. Computer Science, Minor Business

2007

**Hon Thesis:** NEMOS: Mobile-Agent Based Service Architecture for Lightweight Mobile Devices

**Thesis Advisor:** Dr. Son T. Vuong (University of British Columbia)

## Professional Experience

---

- 2017-2018 **HARVARD UNIVERSITY :: Graduate School of Education**  
**Postdoctoral Researcher, Co-Instructor, Teaching Fellow** - Created and managed research projects involving AR/VR/MR and Multimodal Sensor Analytics in maker spaces. Wrote research grants, acquired external funding. Supervised teams of software developers and UX researchers. Developed software and hardware for AR/VR simulations integrated with physical electronic circuits (C#, Unity3D). Developed multimodal sensors and algorithms for collaborative learning in maker spaces (C++, Python, Arduino). Co-instructed courses on Digital Fabrication, and Multimodal Learning Analytics. Maintained departmental digital fabrication lab, facilitated design and development of student team projects.
- 2016-2017 **ARCHIEMD INC :: Atlanta Research Office**  
**Senior Augmented Reality Researcher (Contract)** – Managed the research and execution of grant-funded projects in AR/VR medical education for doctors and students. Developed software and hardware infrastructures used in multiple medical education projects. Performed market research, talent sourcing, project planning, software development (Unity3D, C#, C++), and supervised teams of developers and researchers focused on computer vision and Unity3D educational simulations.
- 2008-2016 **GEORGIA INSTITUTE OF TECHNOLOGY :: Augmented Environments Lab**  
**Doctoral Researcher** – Designed and researched mixed- and augmented-reality experiences for children, specifically studying usability and educational applications of novel embodied technologies such as AR/VR/MR. Managed multi-disciplinary project teams of developers and researchers, and developed collaborations with external sponsors. Self-executed user studies, curriculum development, grant writing, UX design, game design, software development (Unity3D, C#, C++, PHP, Java, Smalltalk), 2D/3D prototyping, qualitative and quantitative studies and analysis (interviews, usability studies, surveys, M/ANOVA, etc.). Won awards for research & innovation, and generated 7 games.
- 2012-2013 **PUBLIC BROADCASTING SERVICE :: PBS KIDS Digital**  
**Lead Product Manager, Augmented Reality Researcher (Contract)** – Managed the design, research, and production of educational augmented-reality apps and research prototypes (C++, Unity3D, C#). Lead game designer and production manager for the children’s educational app *Cyberchase Shape Quest* (500k+ downloads in 6 months; Top 10 Educational Apps on iTunes Store; Webby Award 2014 Finalist, 2015 Honoree; iKids Award 2015 Finalist; Research results published in international conferences).
- 2011 **SAMSUNG ELECTRONICS :: Advanced Technologies Research Labs**  
**Research Scientist / Project Manager (Intern)** – Managed a multi-disciplinary team in the development of a whole-body collaborative application for children’s education. Activities included project management, future forecasting, user experience design, production of concept videos, design & implementation (C++, Java) of multi-platform educational app.
- 2009 **AVAYA RESEARCH LABS :: Collaborative Applications Group**  
**Research Scientist (Intern)** – Developed experimental interfaces for understanding & exploration of large-scale microblogging systems (Twitter). The self-driven project consisted of designing survey instruments, statistical analysis of microblogging data, metaphorical UI interface design, and implementation (Java) of visualization software.
- 2007-2008 **GEORGIA INSTITUTE OF TECHNOLOGY :: Cognitive Computing Lab**  
**Graduate Research Assistant** – Part of a team of graduate researchers, designed a system for authoring intelligent characters in virtual worlds. Own tasks focused on the design of interfaces for behavior demonstration and personality modeling (C++). Research involved high-level system design and formative user studies.

- 2007 **UNIVERSITY OF BRITISH COLUMBIA :: Computational Intelligence Lab**  
**NSERC Student Researcher** – Aided in the development (Java) and testing of an intelligent user interface for teaching mathematics to high-school students. Tasks involved system design and implementation, performing user studies and data analysis.
- 2006-2007 **UNIVERSITY OF BRITISH COLUMBIA :: Distributed Systems Lab**  
**NSERC Student Researcher** – Developed a mobile-agent platform for Nokia mobile phones, initiated a project on knowledge integration over peer-to-peer networks, and developed visual programming environment for knowledge aggregation using mobile agents and web services. (C++, Java, PHP)
- 2005-2006 **AXONWAVE SOFTWARE :: Quality Assurance**  
**Testing Engineer** – Developed test plans and conducted software quality assurance testing (C++, PHP) for web-based platform for linguistic analysis and customer-facing services. Own initiatives led to development of tools for product testing and automation.
- 2004 **SAP BUSINESS OBJECTS :: Research and Development**  
**Research Software Engineer (Intern)** – Developed user interfaces for business-intelligence programming environment. Improved functional-language compiler used for corporate projects, and designed agile programming tools (Java) for code refactoring & generation.
- 2002-2003 **MACDONALD DETTWILER AND ASSOCIATES :: RADARSAT-2 Aerospace**  
**Software Engineer (Contract)** – Designed and integrated software (C++) for managing satellite activities. Developed XML-based communication software and administered communication standards for entire project. Completed multiple improvements to system standards and design, aiding software development and improving team productivity.

## Academic Teaching Experience

---

- 2014-2016 **HARVARD UNIVERSITY :: Graduate School of Education**  
**Postdoctoral Researcher, Co-Instructor, Teaching Fellow** – Co-designed and co-instructed a course on digital fabrication. Created workshops and instructional materials; conducted grading, teaching, and curriculum design for:
- 2018 – Making and Digital Fabrication for Educators (graduate)  
2017 – Multimodal Learning Analytics (graduate)
- 2014-2016 **GEORGIA INSTITUTE OF TECHNOLOGY :: School of Interactive Computing**  
**Graduate Teaching Assistant** – Conducted grading, teaching, curriculum design. Finalist for institute-wide Outstanding Graduate Teaching Award.
- 2016 – Educational Technology (graduate)  
2016 – Educational Technology (undergraduate)  
2016 - Human Computer Interaction (graduate)  
2015 - Human Computer Interaction (undergraduate)  
2015 - Information Visualization (graduate)  
2015 - Information Visualization (undergraduate)  
2014 – 3D Video Game Design (graduate)
- 2006-2007 **UNIVERSITY OF BRITISH COLUMBIA :: Department of Computer Science**  
**Undergraduate Teaching Assistant** – Conducted laboratories, grading and administrative duties. Received the university's Award for Best Undergraduate Teaching Assistant in Computer Science.
- 2007 - Advanced Operating Systems (undergraduate)  
2006 - Theory of Computation (undergraduate)

## Recent Recreational Projects

---

- 2018 **Signal Sensing and Augmented Visualization**  
Developing a device that can sample electric signals and provide live visualization in context through augmented reality smart-glasses. (Arduino, C++, C#, HoloLens)
- 2016-2018 **Context Responsive Physical Objects**  
Developing and commercializing a set of interactive physical objects that respond to their environment and to other mobile devices, to be used at music festivals or at home. Development involves electrical engineering, physical fabrication, IoT and embedded development (Arduino, RaspberryPi, Android, C++, Python, PHP, C#)
- 2017 **Magnetic Localization and Simulation**  
Explored the possibilities of localizing the position and orientation of objects as they travel through magnetic fields. Activities include building magnetic field simulations and manufacturing electronic tracking devices (C++, Python, C#)
- 2016-2017 **IoT Music Festival Lights**  
Challenged myself to learn IoT / embedded networking. Created multi-device system, where one module analyzes live music from DJ mixer and communicates to remote devices that display light patterns in sync with music. (Arduino, C++, XBee)
- 2016 **Musical Mesh Morph**  
Challenged myself to learn about 3D mesh manipulation in Unity3D. Created algorithms for generating and morphing 3D meshes which change shape in response to Fast-Fourier Transform analysis of real-time audio input. (C#)
- 2015 **Birthday Laser Projector**  
Challenged myself to learn about lasers. Developed an Arduino-based laser system which uses mirrors to create shapes from laser beams. The system is controlled through hand gestures (via photoresistors) or via control knobs. Shapes can be saved to non-volatile memory and replayed or edited later. Given away as a birthday gift. (Arduino/C++)
- 2014 **Birthday Light Cube**  
Challenged myself to learn electronics and build a 3D volumetric display. Constructed a cube with 256 lights arranged in a 4-layer lattice. Includes preset visualizations such as text scrolling and a variety of light patterns, which the user can customize in real time. Given away as a birthday gift. (Arduino/C++)

## Leadership Volunteer Positions

---

- 2007-Present **Academic Reviewer for International Conferences and Journals**  
Conference: IEEE ISMAR: International Symposium on Mixed and Augmented Reality  
Conference: ACM IDC: Interaction Design and Children  
Conference: ACM SIGCHI: Special Interest Group on Computer-Human Interaction  
Conference: ACM TEI: Tangible, Embodied and Embedded Interaction  
Conference: ACM UIST: User Interface Software and Technology  
Conference: ICLS International Society of Learning Sciences  
Journal: IEEE Transactions on Education  
Journal: Computers and Education  
Journal: Artificial Intelligence for Engineering Design, Analysis and Manufacturing  
Journal: Pervasive and Ubiquitous Computing
- 2016-Present **IEEE VR'16 Conference on Virtual Reality**  
Workshop Organizer and Creator, co-organizing and running the "K-12 Embodied Learning Through Virtual and Augmented Reality" workshop.

- 2018 **MIT Reality Virtuality Hackathon**  
Mentor
- 2016 **ACM IDC'16 Conference on Interaction Design and Children**  
Workshop Organizer and Creator, co-organizing the "Embodied Cognition, Augmented Reality and K-12 Education" workshop.
- 2012 **IEEE ISMAR'12 Conference: Int'l Symposium on Mixed and Augmented Reality**  
Conference Demo Chair, in charge of coordinating the interactive research demos.
- 2012 **IEEE ISMAR'12 Conference: Int'l Symposium on Mixed and Augmented Reality**  
Workshop Organizer and Creator, running "AR for Children's Education" workshop.

## Other Volunteer Positions

---

- 2017-2018 **Boston EdTech Meetup**  
Volunteer, assisting with outreach and event planning.
- 2016 **IEEE VR'16 Conference on Virtual Reality**  
Student Volunteer, assisting with conference logistics.
- 2015 **ACM IDC'15 Conference on Interaction Design and Children**  
Student Volunteer, assisting with conference logistics.
- 2011 **ACM CHI'11 Conference on Human Factors in Computing Systems**  
Student Volunteer, assisting with conference logistics.
- 2008-2013 **The Children's School of Atlanta, USA :: Computer Technology Lab**  
Teaching Volunteer, engaged in teaching, managing the classroom, and designing curriculum activities. Children found me to be fun and wacky, and voluntarily used me as characters in their games.
- 2005-2007 **British Columbia Children's Hospital, Canada :: Psychiatry Department**  
Playroom Volunteer, entertained children 3 to 12 years old while they waited for psychiatrist / family relatives. Individually managed the departmental playroom, organized activities and signage, and interacted with patients, doctors and staff.

## Skills: User Experience Research

---

- Designed and managed research programs, successfully acquired grant funding. Published and presented academic research in international peer-reviewed conferences and journals.
- Executed qualitative / quantitative studies of emerging technologies and products, in formal and informal environments with adults and children. Expertise in experimental design and evaluation (formative and summative) conducting quantitative, qualitative, and mixed-methods studies, on users ranging from children to working professionals.
- **Technologies researched:** desktop and mobile (smartphones, tablets), AR, MR, Kinect, transparent displays, Twitter, AI intelligent agents, educational simulations, games and applications, paper crafts, digital fabrication, physiological sensors.
- **Qualitative methods used:** qualitative coding, literature reviews, requirements elicitation, interviews, focus groups, surveys, diary studies, participatory design, usability studies, low- and high-fidelity prototyping.
- **Quantitative statistical analysis techniques used:** ANOVA mixed designs (between- and within-subjects), T-tests, Correlations, Regression, Data Transformations, non-parametric tests.
- **Data analysis tools:** Python, SPSS, R, Matlab, Tableau.

## Skills: Technology Software Development

---

### Programming Languages

- C++, C
- C#
- Python
- Java Android / Processing / J2SE
- Objective-C iOS / Cocoa
- PHP
- SQL
- Flash ActionScript
- Visual Basic
- VBA
- Pascal
- LISP, ML
- Logo
- Smalltalk (Squeak)
- Assembler (x86, M68HC12)

### Applications / Game Engines

- Unity 3D
- MS Visual Studio IDE
- Eclipse IDE
- XCode IDE
- Processing / Arduino IDE
- SPSS, Tableau
- Matlab, R
- Adobe Photoshop, Illustrator

### Programming Skills

- 3D AR/VR Design, Prototyping, Development, Assessment
- Whole Body Natural Interaction (Kinect SDK, OpenNI SDK)
- 3D and 2D UI Programming
- Excellent Programming and Debugging Skills
- Object-Oriented Design & Analysis
- Multi-Threaded Development
- Networking Applications (Bluetooth, TCP/IP)
- Graphics Development (OpenGL, Direct3D, Unity3D)
- Mobile Platforms (iPhone, Android, Nokia 6550, Arduino, RaspberryPi)
- Relational Database Design (SQL)
- Embedded Linux on Raspberry Pi
- Embedded Microcontroller Development and Custom Hardware (x86, M68HC12, Arduino)

### Networking

- In-depth understanding of distributed systems and networking protocols such as DNS/DHCP/TCP/IP
- Personally implemented HTTP, FTP, SMTP servers, Network Bridges and Firewalls
- Experience with programming low-level communications (Ethernet, Bluetooth, XBee/802.15.4)
- Experience administering mixed media networks (10Base2, 100BaseT, 100VG, Token-Ring)

## Skills: Digital Fabrication and Hardware Development

---

Instruction & Management:	Co-designed Harvard University course T519 "Making and Digital Fabrication for Education" Created workshops and instructional materials on fabrication methods, programming, design Assisted fabrication lab administration, research, space design and maintenance Guided graduate students in designing, prototyping and debugging team products
Tools:	Electronics (PCB Milling, Soldering, Oscilloscopes), Laser Cutting, 3D Printing (FDM, SLA), Vinyl Cutting, CNC Volumetric Milling, Machine Shop Tool Use
Software:	Electronics (Eagle, Arduino, Raspberry Pi, C/C++/Python), 2D Design (Adobe Illustrator, Corel Draw, Inkscape), 3D Modeling (Fusion360, OpenSCAD, Blender)

## Academic Publications

(Google Scholar: [570+ citations](#). PDFs available at [www.iulianr.com](http://www.iulianr.com))

### Educational Technology Design

*"Augmented reality in education: a meta-review and cross-media analysis."* Radu, Iulian. *Journal of Personal and Ubiquitous Computing* 18, no. 6 (2014): 1533-1543.

*"A psychological perspective on augmented reality in the mathematics classroom."* Bujak, Keith R., Iulian Radu, Richard Catrambone, Blair Macintyre, Ruby Zheng, and Gary Golubski. *Journal of Computers & Education* 68 (2013): 536-544.

*"Discovering educational augmented reality math applications by prototyping with elementary-school teachers."* Radu, Iulian, Betsy McCarthy, Yvonne Kao. In *Virtual Reality 2016 Proceedings (VR)*, IEEE, 2016.

- "Participatory Design of STEM Education AR Experiences for Heterogeneous Student Groups: Exploring Dimensions of Tangibility, Simulation, and Interaction."** Thompson, Benjamin, Laura Levy, Maribeth Gandy, Amelia Lambeth, David Byrd, Joelle Alcaidinho, Iulian Radu. In *Mixed and Augmented Reality (ISMAR), 2012 IEEE International Symposium on, IEEE, 2016.*
- "Cyberchase Shape Quest: pushing geometry education boundaries with augmented reality."** Radu, Iulian, Ellen Doherty, Kristin DiQuollo, Betsy McCarthy, and Michelle Tiu. In *Proceedings of the 14th International Conference on Interaction Design and Children*, pp. 430-433. ACM, 2015.
- "Iterative Design Process for Building a Successful Augmented Reality (AR) Game"**. McCarthy, Betsy, Yvonne Kao, Iulian Radu, Sara Atienza, Michelle Tiu. *Games Learning and Society (GLS) Conference*. Madison, USA. 2014
- "Why should my students use AR? A comparative review of the educational impacts of augmented-reality."** Radu, Iulian. In *Mixed and Augmented Reality (ISMAR), 2012 IEEE International Symposium on*, pp. 313-314. IEEE, 2012.
- "Augmented-reality Scratch: a children's authoring environment for augmented-reality experiences."** Radu, Iulian, and Blair MacIntyre. In *Proceedings of the 8th International Conference on Interaction Design and Children (IDC)*, pp. 210-213. ACM, 2009.
- "Why should my students use AR? A comparative review of the educational impacts of augmented-reality."** Radu, Iulian. *American Society for Engineering Education STEM Expo at Georgia Tech*. Atlanta, GA, USA. 2016
- "Prototyping Augmented Reality with Elementary Mathematics Teachers"**. Radu, Iulian, Betsy McCarthy, Yvonne Kao. *ACM International Conference on Interaction Design and Children (IDC'15) Workshop on Innovations in Interaction Design & Learning*. Boston, USA. 2015
- "Augmented Reality Games for Education"**. Radu, Iulian, Keith Bujak, Blair MacIntyre. *USA Science and Engineering Festival*. Washington, DC, USA. 2012.
- "Augmented Reality in the Future of Education"**. Radu, Iulian, Ruby Zheng, Gary Golubsky, Mark Guzdial. *ACM Conference on Human Factors in Computing Systems (CHI'10) Workshop on UI Technology and Educational Pedagogy*. Atlanta, USA. 2010
- "AR SPOT: Authoring Augmented-Reality Experiences through Scratch"**. Radu, Iulian, and Blair MacIntyre. *Scratch@MIT Conference*. Boston, USA. 2010
- "Augmented-reality scratch: a children's authoring environment for augmented-reality experiences."** Radu, Iulian, and Blair MacIntyre. *ACM Conference on Human Factors in Computing Systems (CHI'09) Workshop on Tangibles for Children: the Challenges*. Boston, USA. 2009.

## Usability and Child Development

- "Exploring the Usability of Augmented Reality Interaction Techniques During Children's Early Elementary-School Years."** Radu, Iulian. PhD dissertation, Georgia Institute of Technology, 2016.
- "Detecting Usability Problems from Video Observations of Children Interacting with Augmented Reality"** Radu, Iulian, Simina Avram, and Katherine Guzdial. In *Proceedings of the 16th International Conference on Interaction Design and Children*. ACM, 2017.
- "Comparing children's crosshair and finger interactions in handheld augmented reality: relationships between usability and child development."** Radu, Iulian, Blair MacIntyre, and Stella Lourenco. In *Proceedings of the 15th International Conference on Interaction Design and Children*. ACM, 2016.
- "Using children's developmental psychology to guide augmented-reality design and usability."** Radu, Iulian, and Blair MacIntyre. In *Mixed and Augmented Reality (ISMAR), 2012 IEEE International Symposium on*, pp. 227-236. IEEE, 2012.

## Embodied Cognition

- "Embodied metaphor elicitation through augmented-reality game design."** Radu, Iulian, Yan Xu, and Blair MacIntyre. In *Proceedings of the 12th International Conference on Interaction Design and Children*, pp. 412-414. ACM, 2013.
- "All Creatures Great and Small: Becoming Other Organisms through the EmbodySuit"**. Radu, Iulian, Alissa Antle. *ACM International Conference on Interaction Design and Children (IDC'16)*. Manchester, UK. 2016 (Research & Design Competition 1<sup>st</sup> Prize Winner)

- "Embodied Learning Mechanics and Their Relationship to Usability of Handheld Augmented Reality".** Radu, Iulian, and Alissa Antle. *IEEE Virtual Reality 2017 (VR'17) Workshop K-12 Embodied Learning Through Virtual and Augmented Reality*. Los Angeles, CA, USA. March, 2017
- "Challenges and Opportunities Toward Using Embodied Cognition in K-12 AR Education".** Radu, Iulian, Alissa Antle, Blair MacIntyre. *IEEE Virtual Reality 2016 (VR'16) Workshop K-12 Embodied Learning Through Virtual and Augmented Reality*. Greenville, NC, USA. 2016
- "Eliciting Embodied Metaphors through Augmented-Reality Game Design".** Radu, Iulian, Yan Xu, Blair MacIntyre. *ACM Conference on Human Factors in Computing Systems (CHI'11) Workshop on Embodied Interaction: Theory and Practice in HCI*. Vancouver, Canada. 2011
- "Pre-patterns for designing embodied interactions in handheld augmented reality games."** Xu, Yan, Evan Barba, Iulian Radu, Maribeth Gandy, Richard Shemaka, Brian Schrank, Blair MacIntyre, and Tsun-Ming Tseng. In *Mixed and Augmented Reality-Arts, Media, and Humanities (ISMAR-AMH)*, 2011 IEEE International Symposium On, pp. 19-28. IEEE, 2011. (Best Paper Award)

## Game Design

- "Chores are fun: Understanding social play in board games for digital tabletop game design."** Xu, Yan, Evan Barba, Iulian Radu, Maribeth Gandy, and Blair MacIntyre. In *Think design play: The fifth international conference of the digital research association (DIGRA)*, vol. 16. 2011.
- "BragFish: exploring physical and social interaction in co-located handheld augmented reality games."** Xu, Yan, Maribeth Gandy, Sami Deen, Brian Schrank, Kim Spreen, Michael Gorbsky, Timothy White, Evan Barba, Iulian Radu, Jay Bolter, Blair MacIntyre. In *Proceedings of the 2008 international conference on advances in computer entertainment technology (ACE)*, pp. 276-283. ACM, 2008.
- "Trade-Offs for Designing Handheld Augmented Reality Game Interfaces".** Yan Xu, Sam Mendenhall, Vu Ha, Iulian Radu, Blair MacIntyre. *ACM Conference on Computer Supported Cooperative Work (CSCW'12) Workshop on Mixed Reality Games*. Seattle, USA. 2012.

## Artificial Intelligence and Cognitive Systems

- "Creating behavior authoring environments for everyday users."** Mehta, Manish, Tina Lacey, Iulian Radu, Abhishek Jain, and Ashwin Ram. In *International Conference on Computer Games, Multimedia, and Allied Technologies (CGAT)*, Singapore. 2009.
- "ThoughtPlay: Studying Cognition Through Augmented-Reality Interaction".** Radu, Iulian. *Design Computation and Cognition Conference*. Atlanta, USA. 2008
- "NEMOS: Mobile-Agent Based Service Architecture for Lightweight Devices".** Radu, Iulian, Son T. Vuong. *International WorldComp Conference: Semantic Web and Web Services*. Las Vegas, USA. 2007
- "Mobile Agent Service-Oriented Architectures".** Radu, Iulian. Son T. Vuong. *BC-NET Conference*. Vancouver, Canada. 2007 (People's Choice Prize Winner)
- "GODIS: Ontology-Based Resource Discovery and Integration in Grids."** Li, Juan, Iulian Radu, and Son Vuong. In *Proceedings of the 18th IASTED International Conference: Parallel and Distributed Computing Systems*, Dallas, USA. 2006.
- "Second Mind: A Wiki Environment for Authoring Virtual Characters."** Christina Lacey, Iulian Radu, Manish Mehta. *Undergraduate Research Opportunities in Computing Symposium*. Atlanta, USA. 2008 (People's Choice Second Prize Winner)

## Other Topics

- "Examining Values: an analysis of nine years of IDC research."** Yarosh, Svetlana, Iulian Radu, Seth Hunter, and Eric Rosenbaum. In *Proceedings of the 10th International Conference on Interaction Design and Children (IDC)*, pp. 136-144. ACM, 2011.
- "Updating Fitts' Law to Account for Small Targets."** Song, HaiTao, James Clawson, and Iulian Radu. *International Journal of Human-Computer Interaction* 28, no. 7 (2012): 433-444



## Awards (for products, publications, performance)

---

- 2017 **Brookline Interactive VR EcoHack Hackathon**  
1st Prize Winner, Best Augmented Reality Design
- 2016 **ACM IDC'16 International Conference on Interaction Design and Children**  
Winner of the Design and Research Competition, for the paper "All Creatures Great and Small: Becoming Other Organisms through the EmbodySuit " (authors: I. Radu and A. Antle)
- 2016 **Georgia Institute of Technology**  
Outstanding Graduate Teaching Assistant Award Finalist (Institute-Wide)
- 2015 **iKids Awards**  
Award Finalist, for the PBS KIDS educational product "Cyberchase Shape Quest"
- 2015 **Webby Awards**  
Award Honoree, for the PBS KIDS educational product "Cyberchase Shape Quest"
- 2014 **Webby Awards**  
Award Finalist, for the PBS KIDS educational product "Cyberchase Shape Quest"
- 2012 **Georgia Institute of Technology**  
GVU James D. Foley Scholar Award Recipient
- 2011 **IEEE ISMAR'11 International Symposium on Mixed and Augmented Reality**  
Best Paper Award for the paper "Pre-Patterns for Designing Embodied Interactions in Handheld Augmented Reality Games" (authors: Y. Xu, E. Barba, I. Radu, M. Gandy, R. Shemaka, B. Schrank, B. MacIntyre, and T. Tseng)
- 2008 **Georgia Tech Undergraduate Research in Computing Symposium**  
People's Choice Second Prize Winner for the poster "Second Mind: A Wiki Environment for Authoring Virtual Characters." (authors: C. Lacey, I. Radu, M. Mehta)
- 2007 **BC-NET Conference**  
People's Choice Prize Winner for the poster "Mobile Agent Service-Oriented Architectures" (authors: I. Radu, S. T. Vuong)
- 2007 **University of British Columbia**  
Best Undergraduate Teaching Assistant in Computer Science Award
- 2007 **Canada National Science and Engineering Research Council (NSERC)**  
Undergraduate Student Research Award
- 2006 **Canada National Science and Engineering Research Council (NSERC)**  
Undergraduate Student Research Award
- 2003 **University of British Columbia**  
Undergraduate Scholar Program Scholarship
- 2002 **University of British Columbia**  
Undergraduate Scholar Program Scholarship
- 2001 **University of British Columbia**  
Undergraduate Scholar Program Scholarship
- 2000 **University of British Columbia**  
Undergraduate Scholar Program Scholarship