

Curriculum Vitae for Mark Claypool

Professor of Computer Science
Professor of Interactive Media & Game Development
Worcester Polytechnic Institute

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Profile

Excellent teacher and scholar with deep technical strength in networks and operating systems, with specific expertise in multimedia streaming and network games. Proven research track record with over 100 peer-reviewed publications, an h-index of 37, and an i10 index of 82. External funding from government agencies and industry and best paper awards in top conferences. Consistent, sustained high-quality teaching at both undergraduate and graduate levels with excellent evaluations. Advising and mentoring in over 100 student-focused projects that combine teaching and research. Novel teaching innovations in developing new projects, new courses and new programs.

1 Education

| | |
|--|-------------|
| <i>Doctor of Philosophy, Computer Science</i> “Quality Planning for Distributed Collaborative Multimedia Applications” University of Minnesota, Minneapolis, Minnesota | 1993 – 1997 |
| <i>Masters of Science, Computer Science</i> University of Minnesota, Minneapolis, Minnesota | 1990 – 1993 |
| <i>Bachelor of Arts, Mathematics</i> Colorado College, Colorado Springs, Colorado | 1986 – 1990 |

2 Appointments

2.1 Academic

| | |
|---|----------------|
| <i>Professor</i> Computer Science Department Worcester Polytechnic Institute, Worcester, MA (Sabbatical semester, Fall 2017) | 2009 – present |
| <i>SV and MS Center Director</i> Computer Science Department Worcester Polytechnic Institute, Worcester, MA | 2016 – present |
| <i>Program Director</i> Interactive Media and Game Development Worcester Polytechnic Institute, Worcester, MA | 2005 – 2014 |
| <i>Associate Professor</i> Computer Science Department Worcester Polytechnic Institute, Worcester, MA (Sabbatical year, 2007 – 2008) | 2004 – 2009 |

| | |
|---|-------------|
| <i>Assistant Professor</i> Computer Science Department Worcester Polytechnic Institute, Worcester, MA | 1998 – 2004 |
| <i>Visiting Assistant Professor</i> Computer Science Department Worcester Polytechnic Institute, Worcester, MA | 1997 – 1998 |
| <i>Teaching Assistant</i> Department of Computer Science and Engineering University of Minnesota, Minneapolis, MN | 1990 – 1993 |

2.2 Other

| | |
|--|-------------|
| <i>Erskine Visiting Fellow (Sabbatical)</i> University of Canterbury, Christchurch, New Zealand | 2017 |
| <i>Consultant (Sabbatical)</i> MITRE Corporation, Bedford, Massachusetts | 2007 – 2008 |
| <i>Software Engineer</i> 3M Corporation, St. Paul, Minnesota | 1996 – 1997 |
| <i>Software Architect</i> Paradigm Computer Systems, Minneapolis, Minnesota | 1995 – 1996 |
| <i>Software Consultant</i> Market Line Research, Minneapolis, Minnesota | 1994 |
| <i>Research Assistant</i> University of Minnesota, Minneapolis, Minnesota | 1993 – 1996 |
| <i>Software Engineer</i> Paramax (Unisys), Eagan, Minnesota | 1992 – 1993 |

3 Scholarship

3.1 Publications*

3.1.1 Journal Publications

[jr1] Mark Claypool. “Game Input with Delay – Moving Target Selection with a Game Controller Thumbstick”, *ACM Transactions on Multimedia Computing, Communications, and Applications (TOMM)*, Special Issue on *Delay-Sensitive Video Computing*

*For author lists, *italics* denotes a graduate student and **bold** denotes an undergraduate student.

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