

ALEX GODWIN

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EDUCATION

The Georgia Institute of Technology

PhD in Human-Centered Computing, School of Interactive Computing
Information Interfaces Group

Fall 2013–Present

The University of North Carolina at Charlotte

MS and BS (Magna Cum Laude) in Computer Science, Minor in Cognitive Science
Master's Thesis: "Time Web: Comparing Unevenly-Spaced Time Sequences using Social Network Analysis of Local Alignment Pairs"

Dec 2008 (MS)
Dec 2006 (BS)

EXPERIENCE

Research Assistant—to Professor John Stasko, Information Interfaces Group, Georgia Tech

Researching and designing visualization systems for sketch-based interaction with maps
Designed and taught an active learning undergraduate course in Information Visualization
Designing and developing web interface for safety information on pedestrian routes in Atlanta
Designed and developed tangible user interface for multidimensional data analysis

Aug 2013–Present

Scientist III—Cognitive Systems Division, Charles River Analytics, Cambridge, MA

Researched and designed user interfaces and visualizations for data analytics
Designed training games on iOS and Android
Designed, executed, and published experimental protocols to validate research goals
Researched and wrote grant proposals—individually awarded over \$1.8 million in funds
Managed a team of 3-5 Software Engineers, Scientists, and Interns

Feb 2009–Aug 2013

Research Assistant—to Professor Robert Kosara, Visualization Center, UNC Charlotte

Developed visual analytics system for entity comparison using sequence comparison algorithms (Time Web)
Integrated application into larger analysis system using client/server network protocols

2008

Graduate Summer Intern—to Dr. Mark Livingston, Naval Research Lab, Washington, DC

Created visualization software library for analysis of multidimensional geographic events
Integrated multiple views for use in a tiled, multi-monitor display

Summer 2008

Part-Time Instructor—Central Piedmont Community College, Simulation and Game Design, Charlotte, NC

Game Engine Design—Taught advanced course in developing tools for 3D games
Computer Science 1 & 2—Introductory programming of 2D and 3D graphics
Artificial Intelligence—Modeling search algorithms and intelligent systems in games

Spring 2007

Research Assistant—to Professor Tiffany Barnes, Future Computing Lab, UNC Charlotte

Created 3D games for the instruction of introductory computer science classes at the college level
Proctored IRB-approved user studies and helped evaluate results
Designed participant logging system for data collection during studies

2005–2006

Teaching Assistant—to Professor Tiffany Barnes "Hallym Intensive Summer Gaming Program," UNC Charlotte

Assisted in teaching course in 3D game development using 3D Gamestudio
Supervised the development of multiple group projects concurrently

Summer 2005, 2006

AWARDS

Data Science for Social Good Summer Fellowship

Summer 2014
2013

Georgia Institute of Technology President's Fellowship

Best Student Poster at IEEE Symposium on Visual Analytics Science and Technology (VAST)

October 2008

UNC Charlotte 8th Annual Graduate Research Fair Across the Disciplines: 1st place in Computer Science

Spring 2008

Research Experiences for Undergraduates, UNC Charlotte

Summer 2006

Students and Technology in Academia, Research, and Service (STARS), UNC Charlotte

June–Dec 2006

SKILLS AND LANGUAGES

Java, Processing, HTML, JavaScript, D3, Leaflet, Python, PHP, PostgreSQL, R, C++, C#, OpenGL, GLUT, Adobe Creative Suite, Microsoft Office

PUBLICATIONS

- Godwin, A., Wang Y., and Stasko, J. "**TypoTweet Maps: Characterizing Urban Areas through Typographic Social Media Visualization**" (Short paper), Proceedings of EuroVis '17, June 2017, pp. 25-29
- Godwin, A. and Stasko, J. "**Nodes, Paths, and Edges: Using Mental Maps to Augment Crime Data Analysis in Urban Spaces**" (Short paper), Proceedings of EuroVis '17, June 2017, pp. 19-23
- Godwin, A. and Stasko, J. "**HotSketch: Drawing Police Patrol Routes among Spatiotemporal Crime Hotspots**." Proceedings of the 50th Annual Hawaii International Conference on System Sciences, 2017 [**Best Paper Nominee**]
- Godwin, A. "**Let's Play: Design Games and Other Strategies for Introducing Visualization through Active Learning**." Pedagogy of Data Visualization Workshop at IEEE VIS, 2016
- O'Connell, K., Lee, Y., Peer, F., Staudaher, S. M., Godwin, A., Madden, M., and Zegura, E. "**Making Public Safety Data Accessible in the Westside Atlanta Data Dashboard**." Bloomberg Data for Good Exchange. arXiv preprint arXiv:1609.09756, 2016.
- Godwin, A. and Stasko, J. "**Drawing Data on Maps: Sketch-Based Spatiotemporal Visualization**." Proceedings of the IEEE International Conference on Visualization (VIS), 2015 [**Poster, Honorable Mention**]
- Godwin, A., Sainath, A., Jayakumar, S. O., Nabhi, V., Raut, S., & Stasko, J. "**Exploring Spatio-Temporal Data as Personal Routes**." Proceedings of the IEEE International Conference on Visualization (VIS), 2014 [**Poster**]
- Kilgore, R., Godwin, A., Davis, A., & Hogan, C. "**A Precision Information Environment (PIE) for Emergency Responders**." IEEE International Conference on Technologies for Homeland Security, 2013 [**Poster**]
- Godwin, A., Kilgore, R., and Kudryavtsev, D. "**Adaptive Skill Rehearsal and Experimentation Environment for Battlefield First-Aid Procedure Training**." The 55th Annual Meeting of the Human Factors and Ergonomics Society (HFES 2011), 2011
- Godwin, A. and Kilgore, R. "**Conveying Network Features in Geospatial Battlespace Displays**." IEEE Symposium on Visual Analytics Science and Technology (VAST), 2010 [**Poster**]
- Dudzic, S., Godwin, A., and Kilgore, R. "**Visualization of Temporal Relationships within Coordinated Views**." IEEE Symposium on Visual Analytics Science and Technology (VAST), 2010 [**Poster**]
- Kilgore, R., and Godwin, A. "**Pictorial Mnemonic-Based Tools for Procedural Training: Application to the Battlefield First-Aid Domain**." The 54th Annual Meeting of the Human Factors and Ergonomics Society (HFES 2010), 2010
- Dudzic, S., Godwin, A., and Kilgore, R. "**Visual Strategies for Enhancing User Perception of Task Relationships in Emergency Operations Centers**." Proceedings of SPIE Defense, Security & Sensing, vol. 7692, Orlando, FL, 2010
- Decker, J., Godwin, A., Livingston, M. A., and Royle, D. "**A Scalable Architecture for Visual Data Exploration**." IEEE Symposium on Visual Analytics Science and Technology (VAST), 2009. [**Poster**]
- Chang, R., Kosara, R., Godwin, A., and Ribarsky, W. "**Towards A Role of Visualization in Social Modeling**." Symposium on Technosocial Predictive Analytics (AAAI CPA), 2009
- Godwin, A. "**Time Web: Comparing Unevenly-Spaced Time Sequences using Social Network Analysis of Local Alignment Pairs**." University of North Carolina at Charlotte, 2008 [**Master's Thesis**]
- Godwin, A., Chang, R., Kosara, R., and Ribarsky, W. "**Interactive Poster: Visual Data Mining of Unevenly-Spaced Event Sequences**." IEEE Symposium on Visual Analytics Science and Technology (VAST), 2008 [**Best Student Poster**]
- Ziemkiewicz, C., Wang, X., Godwin, A., Dou, W., Chang, R., Kosara, R., and Ribarsky, W. "**Global Terrorism Data Visualization**." The 2nd Annual Department of Homeland Security University Network Summit, 2008 [**Poster**]
- Godwin, A., Chang, R., Kosara, R., Ribarsky, W. "**Visual Analysis of Entity Relationships in Global Terrorism Database**." SPIE Defense and Security, 2008
- Barnes, T., Richter, H., Powell, E., Chaffin, A. and Godwin, A., 2007, June. "**Game2Learn: building CS1 learning games for retention**." In ACM SIGCSE Bulletin (Vol. 39, No. 3, pp. 121-125). ACM.
- Godwin, A., and Barnes, T. "**Global MMORPG Design**." 1st Annual State of North Carolina Undergraduate Research Symposium, 2005 [**Poster**]

RECENT PROJECTS

Typographic Tweet Maps. A technique for constructing representations of neighborhood topics as typographic maps. TypoTweet Maps show differences in neighborhood topics using only text, avoiding the channel interference of feature labels that are unnecessary for residents who are familiar with the shape of the city. 2016–Present

Mental Maps. A technique for using mental maps to improve public participation in GIS. These elements can be used to augment quantitative data analysis in urban spaces by incorporating the qualitative values and knowledge of citizens. 2016–Present

SpaceSketch. Sketch-based spatiotemporal data analysis tool built for stylus and multitouch displays. SpaceSketch lets you interact with maps on a computer screen much like you would with traditional pen and paper. 2014–Present

Emergency 911 Dispatch. Dashboard visualization tool for comparing the distribution of calls and response times throughout the city of Atlanta. This work was completed as part of the Data Science for Social Good (DSSG) program. Summer 2014.

SERVICE

Reviewer, ACM SIGCHI, IEEE VIS, EuroVIS, HICSS, IDEA

Vice President of Graduate Student Council, Georgia Tech
School of Interactive Computing, 2016-2017

Data Science for Social Good, Program Advisor, 2015–present

Faculty Hiring Committee, Georgia Tech
School of Interactive Computing, 2013

Community Emergency Response Team (CERT),
Brookline, MA, 2011–2013

Human Factors and Ergonomics Society, New England Chapter
President, 2012–2013
Vice President, 2011
Program Committee Chair, 2010

AI for Serious Games Workshop, Co-Organizer, held at The Eighth
AAAI Artificial Intelligence and Interactive (AIIDE-12), 2012

IEEE VisWeek (VIS), Student Volunteer, 2008

IEEE Virtual Reality (VR), Student Volunteer, 2006, 2007

ACM SIGGRAPH Sandbox Symposium, Student Volunteer, 2006

Students and Technology in Academia, Research, and Service (STARS), Research Volunteer, 2006

TEACHING

CS 4460: Introduction to Information Visualization. Instructor. Summer, 2015 & 2017. A third or fourth-year elective undergraduate course.

CS 7450: Information Visualization. Teaching Assistant. Fall, 2014. An elective graduate course for MS and PhD students.

SGD 112: Simulation and Game Programming. Instructor. Spring, 2007. Introduction to programming concepts through topics in game design. A first-year introductory computer science course at the undergraduate level.

SGD 213: Simulation and Game Programming II. Instructor. Spring, 2007. Introduction to programming concepts through topics in game design. A first-year advanced introductory computer science course at the undergraduate level.

SGD 125: Artificial Intelligence for Simulation and Games. Instructor. Spring, 2007. Introduction to artificial intelligence concepts through topics in game design. A second-year elective undergraduate course.

SGD 126: Engine Design for Simulation and Games. Instructor. Spring, 2007. Introduction to linear algebra and graphics concepts necessary for 3D rendering. A second-year elective undergraduate course.

PRESS

Miller, Brittany. **Site aims to help refugees find a home in Atlanta area**. CBS Atlanta, WGCL-TV.
<http://www.cbs46.com/clip/12733738/refugee-replacement-app-cbs46-has-the-first-look>. 15 Sep, 2016

Shamma, Tasnim. **Web Tool to Help Resettle GA Refugees in New Communities**. NPR Atlanta, WABE.
<http://news.wabe.org/post/web-tool-help-resettle-ga-refugees-new-communities>. 12 Sep, 2016

Diamond, Laura. **Students Use Data Science to Solve Society's Problems**. Georgia Tech News.
<http://www.news.gatech.edu/2015/07/07/students-use-data-science-solve-society%E2%80%99s-problems>. 7 Jul, 2015

Shamma, Tasnim. **GA Tech Data Science Interns Develop App for Planting Trees**. NPR Atlanta, WABE.
<http://news.wabe.org/post/ga-tech-data-science-interns-develop-app-planting-trees>. 8 Jul, 2015

When Computing Equals Social Good. College of Computing News, Georgia Institute of Technology.
<http://www.cc.gatech.edu/when-computing-equals-social-good>

Hacking for Social Good. Venture Atlanta.
<http://ventureatlanta.org/2014/08/hacking-for-social-good/> 6 Aug, 2014.

Zimmerman, John, & Keene, Jon. **Optimizing Atlanta's 911 Systems with Data Science**. Data-Smart City Solutions.
<http://datasmart.ash.harvard.edu/news/article/optimizing-atlantas-911-systems-with-data-science-509>. 29 July, 2014.

Diamond, Laura. **Georgia Tech uses data science to promote social good**. Georgia Tech News.
<http://www.news.gatech.edu/2014/06/30/georgia-tech-uses-data-science-promote-social-good>. 30 June, 2014

PRESENTATIONS AND INVITED TALKS

HotSketch: Drawing Police Patrol Routes among Spatiotemporal Crime Hotspots. Poster and Demonstration presented at the NSF VACCINE Annual Meeting, Purdue University, West Lafayette, IN. Nov 2016

Introduction to Information Visualization. Seminar given to participants of the Data Science for Social Good Fellowship program, Georgia Institute of Technology, Atlanta, GA Summer 2015–2017

Introduction to D3 and the Web Stack. Seminar given to participants of the Data Science for Social Good Fellowship program, Georgia Institute of Technology, Atlanta, GA. Summer 2015–2017

Visual analysis tools for public safety. Poster and Demonstration presented at the NSF VACCINE Annual Meeting, Purdue University, West Lafayette, IN. Nov 2014

Personal Health and Genomic Visualization. Keynote given to the Technology Association of Georgia (TAG), Atlanta, GA. May 2014