EVAN M. PECK

M.S./Ph.D. Student
Human-Computer Interaction
Tufts University

Phone: (518) 569-7258
Email: evanpeck@gmail.com

http://www.eecs.tufts.edu/~epeck02

PROFILE

I am a second year M.S./Ph.D. student in the Human-Computer Interaction lab at Tufts University. I am completing my masters in computer science and researching brain-computer interfaces with Dr. Robert Jacob. Outside of the classroom, I am an electric violinist, a coffee enthusiast, and short story writer. You can find me sitting in cramped coffee shops and under crackled willow trees in the greater Boston area. I will be reading, scribbling, and staring at nothing in particular (but everything peculiar).

EDUCATION

M.S./PH.D., COMPUTER SCIENCE, TUFTS UNIVERSITY (2008 - CURRENT)
Concentration: Human-Computer Interaction
Advisor: Robert Jacob

B.A., COMPUTER SCIENCE, GORDON COLLEGE (2004 - 2008)
Minor: English - Creative Writing
Senior Thesis: *The Pebbling Game - Solving Graph Theory Problems with Casual Online Games*

RESEARCH EXPERIENCE

Tufts University, HCI Research Group (September 2008 - Present)
Advisor: Robert Jacob
• Researching Brain-computer interaction using fNIR spectroscopy and EEG in realtime interfaces.
Current Projects:
• Contributing to book chapter describing fNIR and implicit state work.
• Brainstorming and building brain-computer prototype interfaces for experimentation and practical use.

Gordon College, Senior Thesis (September 2007 - May 2008)
Advisors: Charles Cusack, Russell Bjork
Human Computing Games
• Researched the combination of human computing and casual, online games to solve graph theory problems.
• Created a game prototype: *The Pebbling Game*, that used gameplay and user intelligence to solve instances of graph pebbling problems.

Hope College, REU (May 2007 - August 2007)
Advisor: Charles Cusack
Volunteer Computer Games
• Researched the combination of distributed computing with the accessibility and entertainment of casual, online games.
• Created a game prototype: *Wildfire Wally*, that used gameplay and a volunteer computing algorithm to solve complex maximum clique problems.
• Established a game design paradigm for creating volunteer computing games (see *Publications)*

AWARDS

• Dean's Fellowship, Tufts University, 2008
• Magna Cum Laude, Gordon College, 2008
• Dean's Honor List, Gordon College, 2004-2008

TEACHING EXPERIENCE

Teaching Assistant, Tufts University (September 2008 - Current)
COMP 106: Object-Oriented Programming for GUIs (Sept. 2008 - Dec. 2008, Sept. 2009 - Dec.2009)
• Designed and graded all homework assignments, including semester long project
• Held regular office hours
COMP 15: Data Structures (June 2009 - August 2009)
• Answered questions during lab sessions.
• Graded labs
• Held regular office hours
COMP 11: Introduction to Computer Science (June 2009 - August 2009)
• Answered questions during lab sessions.
• Graded labs, projects, and written assignments
• Held regular office hours.
COMP 10: Exploring Computer Science (July 2009 - August 2009)
• Answered questions during lab sessions.
COMP 171: Human-Computer Interaction (January 2009 - May 2009)
• Designed and graded all homework assignments, including a semester long project.
• Held regular office hours.

Teaching Assistant, Gordon College (September 2005 - May 2007)
Introduction to Programming (Jan. 2007 - May 2007)
• Answered questions during lab sessions.
• Created and ran additional project help sessions.
Introduction to Computer Science (Sept. 2005 - Dec. 2005, Sept. 2006 - Dec. 2006)
• Answered questions during lab sessions.
• Created and ran additional project help sessions.
• Graded homework assignments and lab work.

JOURNAL PUBLICATIONS AND CONFERENCE SUBMISSIONS

1. Cusack, C., Peck, E.M., and Riolo, M. "Volunteer Computing Games: Merging Online Casual Gaming with Volunteer Computing." Presented at *Meaningful Play*, October 2008. Published in Conference Proceedings.

2. Cusack, C., Foster, A., Largent, J., Browder, K., and Peck, E.M. "Pebble It!" Game Presented at *Meaningful Play 2008 Game Exhibition*. October 2008.

3. Peck, E.M. and Giberson, K. "Faith in the Halls of Science: A Conversation with Ian Hutchinson." *Perspectives on Science and Christian Faith: The Journal of the American Scientific Affiliation,* September 2008.

4. Peck, E.M., Riolo, M., and Cusack, C. "Wildfire Wally: A Volunteer Computing Game." Presented at *Future Play: International Conference on the Future of Game Design and Technology,* November 2007. Published in Conference Proceedings.

GRADUATE LEVEL COURSES

Fall 2009:
• COMP 250: Brain-Computer Interaction
• PSY 129: Cognitive Neuroscience

Spring 2009:
• COMP 145: Technology Tools for Learning
• COMP 150: Evolution of Cognitive Processes
• COMP 150: Foundations of Scientific Visualization

Fall 2008:
• COMP 135: Introduction to Machine Learning
• COMP 160: Algorithms
• ENP 149: Interface Design for Complex Systems

PROFESSIONAL MEMBERSHIP

• Association for Computing Machinery (ACM)