# Aline Normoyle, PhD

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github.com/alinen
alinen.net

February 1, 2024

## Education

**University of Pennsylvania**
Ph.D. Computer Science                                              2009-2015
M. Eng. Computer Graphics and Game Technology                           2009

**McGill University**
B.Sc. Honors Computer Science, Dean's Honor List                        1999

## Employment History

**Academic Employment and Internships**
Bryn Mawr College, Assistant Professor                          2020-Current
Swarthmore College, Visiting Assistant Professor                   2017-2020
Clemson University, Engineering Consultant                         2017-2018
Recurse Center, Sabbatical Residency                                    2016
Robotics Institute, Carnegie Mellon University, Research Assistant  2011-2012
Disney Research, Imagineer                                       Summer 2011

**Professional Employment**
Savvy Sine LLC, Sole Proprietor                                 2018-Current
Venturi Labs LLC, Director of Software Development                 2017-2020
Moon Collider Ltd, AI Programmer and Researcher                    2015-2016
SIG Center for Computer Graphics, University of Pennsylvania, Associate Director   2012-2013
Acko  Collaboratory for Advancement of the Systems Approach (ACASA),
University of Pennsylvania, Sr. Programmer/Analyst                  2006-2008
MAK Technologies, Sr. Software Engineer

7. Lin, L., Normoyle, A., Adkins A., Sun, Y., Robb, A., Ye, Y., Di Luca, M., Jörg, S., \The E ect of Hand Size and Interaction Modality on the Virtual Hand Illusion", IEEE Conference on Virtual Reality and 3D (IEEE VR), 2019, 10.1109/VR.2019.8797787

8. Chow, K., Nicewinter, J., Normoyle, A., Erickson, C., Badler, N.I., \Crowd and procession hypothesis testing for large-scale archaeological sites", MARCH Workshop, IEEE International Conference on Arti cial Intelligence And Virtual Reality, 2019, doi:10.1109/AIVR46125.2019.00069

9. Normoyle, A., Jörg, S., \The e ect of animation controller and avatar on player perceptions", Computer Animation and Virtual Worlds, 2016, doi:10.1002/cav.1731

10. Normoyle, A., Jensen S. T., \Bayesian Clustering of Player Styles for Multiplayer Games". AAAI Conference on Arti cial Intelligence and Interactive Digital Entertainment, 2015, doi:10.1609/aiide.v11i1.12805

11. Normoyle, A., Jörg, S. \Trade-o s between Responsiveness and Naturalness for Player

## Teaching

**Bryn Mawr College, Assistant Professor**

| | |
|---|---|
| CS 399: Senior Conference | Spring 2022 |
| CS 223: Systems Programming | Spring 2023, Fall 2022, Spring 2022 |
| CS 317: Computer Animation | Fall 2021 |
| CS 231: Discrete Math | Fall 2021 |
| CS 312: Computer Graphics | Spring 2023, Spring 2021 |
| CS 113: Introduction to Computer Science | Fall 2022, Spring 2021 |
| CS 110: Introduction to Computing | Fall 2020 |

**Swarthmore College, Visiting Assistant Professor**

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| CS 71: Software Engineering | Spring 2019 |
| CS 21: Introduction to Computer Science | Fall 2018, Spring 2020 |
| CS 56/91: Computer Animation | Spring 2018, Spring 2017, Fall 2019 |

**University of Pennsylvania, Co-Instructor**

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| CIS 497: Senior capstone project | 2014-2015 |

**University of Pennsylvania, Student Instructor**

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| CIS 563: Physically-based Animation | Spring 2011 |

**University of Pennsylvania, Teaching Assistant**

Winner of the University of Pennsylvania Teaching Practicum Award

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| CIS 563: Physically-based Animation | Spring 2010 |
| CIS 660: Advanced Graphics | Spring 2010, 2011 |
| CIS (EAS) 499: Senior Capstone Project | 2010-2011 |

Gulesh Shukla, Bryn Mawr RA, \Analysis of motion from video", Spring 2022

Lola Rodgrigues, Bryn Mawr RA, \Peg Game Task", Fall 2021

Samuel J. Rothstein, University of Pennsylvania REU, \Collaborative Research: Multimethod Investigation of Articulatory and Perceptual Constraints on Natural Language Evolution.", Summer 2020

Felicity Yick and Samantha Lee, University of Pennsylvania Summer Research, \SPACES Project: Recreating the ancient city of Pachacamac.", Summer 2020

Katherine Lima, Swarthmore Summer Researcher, \Role Player Game (RPG) Development for Arti cial Intelligence Testbed" Summer 2019

Yi Fei Cheng, Swarthmore Summer Researcher, \The Q*Bird Level Designer: User-assisted procedural Level Design in Augmented Reality", Summer 2019

Mirabai Smoot and Nana Anikuabe, Swarthmore Summer Researcher, \Adaptive Bayesian learning of Playstyles", Summer 2019

E  e Li, University of Pennsylvania REU, \Collaborative Research: Multimethod Investigation of Articulatory and Perceptual Constraints on Natural Language Evolution.", Summer 2019

Kristin Chow, University of Pennsylvania Summer Researcher, \SPACES Project: Recreating the ancient city of Pachacamac.", Summer 2019

Xuan Huang, Bryn Mawr College, \Procedural Generation of Cities", Spring 2017

## Mentorship and Support

Chandini Ragobar, Haverford College, Chesick Summer Experience Funding, Summer 2023

Swarthmore CPSC 000SR, Student instructor: Aaron Kang, \Introduction to Unity", Spring 2019