

NSF BIOGRAPHICAL SKETCH

NAME: Gauthier, Jean-Marc

POSITION TITLE & INSTITUTION: Department Head, Virtual Technology & Design, College of Art and Architecture, University of Idaho

(a) PROFESSIONAL PREPARATION

INSTITUTION	LOCATION	MAJOR / AREA OF STUDY	DEGREE (if applicable)	YEAR YYYY
Ecole Nationale Supérieure d'Architecture de Paris-Belleville	Paris	Architecture	OTH	1986
ITP Interactive Telecommunications Program, Tisch School of the Arts, New York University	New York City, NY	Interactive media	MOTH	1998

(b) APPOINTMENTS

2020 - present Department Head, Virtual Technology & Design, College of Art and Architecture, University of Idaho, Moscow, ID

2018 - present Team Partner, Autobotik, Singapore

2016 - present Associate Professor / Lab Supervisor, Virtual Technology and Design, College of Art and Architecture, , University of Idaho, Moscow,, ID

1999 - present Tinkering, Founder & Principal, Tinkering.net, Pullman, WA

2014 - 2018 Founder & Managing Director, Tinkertoo, Singapore

2010 - 2014 Associate Arts Professor / Chair, Animation & Digital Arts MFA Program, Tisch School of the Arts Asia, New York University, Singapore

2008 - 2010 Assistant Arts Professor/ Director, Animation and Digital Arts MFA Program, Tisch School of the Arts Asia, New York University, Singapore

2000 - 2008 Assistant Arts Professor, Interactive Telecommunications Program, Tisch School of the Arts (ITP), New York University, New York City, NY

1998 - 2000 Adjunct, Interactive Telecommunications Program, Tisch School of the Arts, New York University, New York City, NY

1986 - 1998 Architecte DPLG, Jean-Marc Gauthier Architecte, Paris

(c) PRODUCTS

Products Most Closely Related to the Proposed Project

1. Gauthier J. 2005 Entertaining Lessons: Applying Gaming Technology To The Virtual Patient. Slice of Life 2005. 2005;
2. Gauthier J. Building Interactive Worlds in 3D. United States: Focal Press, Elsevier; 2005. Building Interactive Worlds in 3D: Virtual Sets and Pre-visualization for Games, Film & the Web. Other: 0-240-80622-0
3. Gauthier J. Creating Interactive Actors and their Worlds. United States: Morgan Kaufman Publishers; 2001. Other: 0-12-277721-0
4. Gauthier J. Gaming Back to the Basics. Siggraph Asia. 2008; Available from:

<https://dl.acm.org/doi/abs/10.1145/1507713.1507724> DOI: <https://doi.org/10.1145/1507713.1507724>

5. Gauthier J. From motion capture to interactive animation: creation of interactive animations for non-verbal storytelling. *Siggraph Asia*. 2008; Available from: <https://dl.acm.org/doi/10.1145/1507713.1507738> DOI: <https://doi.org/10.1145/1507713.1507738>

Other Significant Products, Whether or Not Related to the Proposed Project

1. Gauthier J. Dynamic Virtual Proteins: Visualization, Interaction and Collaboration in Virtual Reality. 25th ACM Symposium on Virtual Reality Software and Technology. 2019; Available from: <https://dl.acm.org/doi/abs/10.1145/3359996.3365050> DOI: <https://doi.org/10.1145/3359996.3365050>
2. Gauthier J. *Diseno Animado Interactivo in 3D*. Spain: Anaya; 2005. Other: 84-415-1932-3
3. Gauthier J. *Game Art Complete*. Gahan A, editor. United States: Focal Press; 2009.
4. Gauthier J. Interactive storytelling. International Symposium on Diversifying Film and Digital Media., 2012; Available from: https://www.researchgate.net/profile/Gauthier_Jean-Marc

(d) SYNERGISTIC ACTIVITIES

1. Ytreberg, M., Gauthier, JM. et alia, EPSCOR Track-2 NSF. Genome to Phenome: Using Biophysical Protein Models to Map Genetic Variation to Phenotypes, (2017-2021). Presented at 25th ACM Symposium on Virtual Reality Software and Technology. 2019. Virtual Protein Builder. Live performance selected by Real Time Live!, Siggraph Asia 2019, Brisbane, Australia. Video @ <https://vimeo.com/367944593>
2. Kmec, J., DeBoer, J., Gauthier, JM. Cross-Cultural Optics: Connecting Female US Engineers to Workplaces with More Gender Balance via Virtual Reality. Amazon Catalyst Grant, 2020. Video @ <https://vimeo.com/386785485>
3. Gauthier, JM., Baker, L., Rader, E., Lunar Dust and Operations Simulator (LDOS), a real-time data visualization framework that simulates dust related incidents and dust mitigation strategies, NASA (Pending proposal), 2020. Video @ <https://vimeo.com/447724310>
4. Tinkertoo, product design and consulting, autonomous vehicles. Singapore, (2014-2016)
5. Liu, L., (PI), Gauthier, JM. National Institute of Health, Feasibility of Using Virtual Reality to Train Patients with Severely Impaired Vision, University of Alabama, Birmingham, AL, 2010. More at <http://www.globaltinkering.net/portfolio2014/page2/index5.html>