

Ph.D. Student  
School of Computing  
Human-Centered Computing Division  
Clemson University

amgluck@g.clemson.edu  
www.aarongluck.com

---

**EDUCATION**

---

<b>Clemson University</b> , Clemson, SC Ph.D. Student in Human-Centered Computing	Expected 2024
<b>Boise State University</b> , Boise, ID B.S. in Gaming, Interactive Media, Mobile Technology <i>Magna Cum Laude</i> Dean's List with Highest Honors	2019 2016 – 2019
<b>Santa Barbara City College</b> , Santa Barbara, CA A.A. in Liberal Studies <i>Honors</i> President's Honor Roll	2002 2000 – 2002

---

**EMPLOYMENT**

---

<b>Clemson University</b> , Clemson, SC Human-Centered Computing Graduate Assistantship – DRIVE Lab	2019 – Present
<b>GE Global Research</b> , Niskayuna, NY VR/AR Graduate Research Intern	Summer 2020

---

**PUBLICATIONS**

---

**Journal Publications:**

- [J.1] **Gluck, A.**, Brinkley, J. (2020). Implementing 'The Enclosing Dark': A VR Auditory Adventure. *Journal on Technology and Persons with Disabilities* 8, 149-159.

**Refereed Conference Proceedings**

- [C.2] **Gluck, A.**, Huff Jr., E., Zhang, M., Brinkley, J. (2020). Lights, Camera, Autonomy! Enacting Expected Activities in an Imaginary Autonomous Vehicle. *Proceedings of Human Factors and Ergonomics Society Annual Meeting* 64. [To Appear].
- [C.1] **Gluck, A.**, Boateng, K., Huff Jr., E., Brinkley, J. (2020). Putting Older Adults in the Driver Seat: Using User Enactment to Explore the Design of a Shared Autonomous Vehicle. 12th International ACM Conference on Automotive User Interfaces and Interactive Vehicular Applications, 291-300.

## Refereed Conference Posters (Peer Reviewed)

[CP.1] **Gluck, A.**, Chen, J., Paul, R. (2020). Artificial Intelligence Assisted Virtual Reality Warfighter Training System. In *2020 IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR)*. [To Appear].

## PRESENTATIONS

---

[P.1] **Gluck, A.** (October 2020). *Accessibility: Research and VR*. Invited presentation to senior undergraduate Gaming, Interactive Media, and Mobile Technology students at Boise State University. Boise, ID (Virtual).

## PROJECTS

---

<b>Clemson University DRIVE Lab</b> , Clemson, SC Racing in the Dark	2020 - Present
<b>GE Global Research Center</b> , Niskayuna, NY VR Warfighter Training Simulation	2020
<b>Laughing Lance Studios</b> , Clemson, SC The Enclosing Dark: A VR Auditory Adventure	2019 – Present
<b>Boise State University</b> , Boise, ID Gaming, Interactive Media, Mobile Technology Codex Fejérváry-Mayer – BSU World Museum VR Experience	2018 – 2019
Reflection Arcade	2017 – 2019
Chasing Roswell AR Comic	2017
Dev Club Droid Slam! – Lead Developer	2018

## FELLOWSHIPS, HONORS & AWARDS

---

<b>Emerging Leader Award Nomination</b> , Boise State University	2018
<b>Student Employee of the Year Award Nomination</b> , Boise State University	2018
<b>The Barbara L. Wilson Dean's Innovation Scholarship</b> , Boise State University	2017 – 2018

## SERVICE & VOLUNTEER WORK

---

<b>Boise State University</b> , Boise, ID Founding President, BSU Dev Club	2018 – 2019
---	-------------

## PROFESSIONAL SOCIETY MEMBERSHIPS

---

**Association for Computing Machinery**  
**Human Factors and Ergonomics Society**  
**Institute of Electrical and Electronics Engineers**

APPLICABLE COURSEWORK

---

**Clemson University, Clemson, SC**

Human-Computer Interaction	2020
3D Modeling and Animation	2020
Virtual Reality Systems	2020
Inclusive Design and Accessible Technology	2020
Foundations of HCC	2019
Research Methods	2019

**Boise State University, Boise, ID**

Game and Virtual Reality Audio Design	2019
Senior Capstone II - Codex Fejérváry-Mayer	2019
Advanced Topics – VR Multiplayer & AI	2018
Senior Capstone I – Codex Fejérváry-Mayer & Reflection Arcade	2018
Game Design Theory	2017
Game Development – VR	2017
Interactive Audio and Video	2017
Interactive Storytelling	2017
Introduction to Programming	2017
Visual Storytelling	2017
Digital Tools for Interactivity	2016
Interactive Programming	2016