

# **Ming C. Lin, Ph.D.**

**John R. & Louise S. Parker Distinguished Professor, Department of Computer Science, College of Arts and Sciences at UNC - Chapel Hill**

Chapel Hill, NC, US

Research interests include geometric and solid modeling, interactive computer graphics, robotics, crowd simulation and virtual reality.

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## **Description**

Lin's research interests include computer graphics, robotics, and human-computer interaction, with focuses on physically-based modeling, haptics, algorithmic robotics, virtual environments, interactive techniques, geometric computing, and distributed interactive simulation. She has (co-)authored more than 250 refereed scientific publications, co-edited/authored four books, including "Applied Computation Geometry" by Springer-Verlag, "High-Fidelity Haptic Rendering" by Morgan-Claypool, "Haptic Rendering: Foundations, Algorithms and Applications" by A.K. Peters, and "Algorithmic Foundations of Robotics" by Springer-Verlag.

She has co-chaired over 25 international conferences and workshops. She has also served as a program committee member for over 150 leading conferences on virtual reality, computer graphics, robotics, haptics and computational geometry. She is the Associate Editor-in-Chief of Computational Visual Media and Editor-in-Chief Emeritus of IEEE Transactions on Visualization and Computer Graphics (2011-2014), in addition to serving as an associate editor and guest editor of several journals and magazines. She is currently a member of the IEEE Computer Society Board of Governors and a member of Computing Research Association-Women (CRA-W) Board of Directors.

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## **Topics**

Robotics, Virtual Reality, Crowd simulation, Interactive computer graphics, Computer Modeling, Computer Animation, Collision Detection, Geometric Modeling, Physically-Based Modeling, Human-Computer Interaction

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## **Past Talks**

**Keynote: Towards Immersive Multimodal Display: Interactive Auditory Rendering for Complex Virtual Environments**

IEEE VR 2016

**Keynote: Perceptually-Inspired Computing**

INTETAIN 2015

**Keynote: Virtual Traffic for Real-World Challenges**

ACM SIGSPATIAL

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## **Education**

**University of California, Berkeley**  
Ph.D. Computer Science

**University of California, Berkeley**  
M.S. Computer Science

**University of California, Berkeley**  
B.S. Computer Science

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## **Accomplishments**

**IEEE VGTC Virtual Reality Technical Achievement Award**  
2010

The IEEE VGTC Virtual Reality Technical Achievement Award was established in 2005. It is given every year to recognize an individual for a seminal technical achievement in virtual & augmented reality.

**Phillip and Ruth Hettleman Prize for Artistic and Scholarly Achievement**  
2002

Awarded by the University of North Carolina at Chapel Hill.

**NSF CAREER Award**  
Awarded by the National Science Foundation.

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