

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.

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.

Topics

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

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

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

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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