

Tomer Weiss

Assistant Professor

Department of Informatics
New Jersey Institute of Technology, Newark, New Jersey
☎ +1 (973) 596 6336
✉ tomerwei.github.io
tweiss@njit.edu

I. Education

- 2013–2018 **Ph.D., Computer Science**, *University of California, Los Angeles*.
- 2013–2015 **M.S., Computer Science**, *University of California, Los Angeles*.
- 2009–2012 **B.S., Computer Science**, *Tel Aviv University*, Tel Aviv, Israel.

II. Research Interests

- Machine Learning** statistical and crowd sourced learning, deep reinforcement learning, real-time optimization
- Graphics and Vision** image classification, gpu algorithms, physics-based simulation and modeling, mixed reality

III. Experience

A. Academic Appointments

- 2020-Present **Assistant Professor**,
Department of Informatics, Ying Wu College of Computing,
New Jersey Institute of Technology,
Newark, NJ
- 2019 **Researcher in Residence**,
Institute for Computational and Experimental Research in Mathematics, (ICERM),
Spring Semester Program on Computer Vision,
Brown University,
Providence, RI

B. Non-Academic Employment

- 2018-2019 **Computer Vision Researcher**, *Wayfair*, Boston.
- Sum. 2017 **Researcher**, *Autodesk Research*, San Francisco.
- Sum. 2016 **Machine Learning Researcher**, *A9.com (Amazon Search)*, Palo Alto.
- Sum. 2015 **Software Engineer**, *Bloomberg LP*, New York.
- 2012-2013 **Software Engineer**, *Parametric Technology Corp.*
- 2011-2012 **Software Engineer**, *Datonics LLP*.

IV. Awards and Honors

- 2018 Internationally Selected Invitee, ACM SIGGRAPH ASIA Doctoral Consortium, Tokyo, Japan
- 2018 Finalist, ACM SIGGRAPH Thesis Fast Forward, Vancouver, Canada
- 2017 Best Paper Award, 10th International ACM SIGGRAPH Conference on Motion in Games, Barcelona, Spain
- 2016-2017 Graduate Division Fellowship, UCLA
- 2016-2017 Honorarium Award for Service, Computer Science Department, UCLA

2013-2014 Doctoral Student Fellowship, Computer Science Department, UCLA

V. Publications

A. Dissertations

- 2018 **A Constraint-Based Approach to Crowd Simulation and Layout Design**
T.Weiss
Doctoral Thesis, UCLA
- 2016 **Make it Float: Optimizing Design of Physical Objects for Fabrication**
T.Weiss
Master's Thesis, UCLA

B. Book Chapters

- 2020 **Style Similarity as Feedback for Product Design**
M.Schwartz, T.Weiss, E.Ataer-Cansizoglu, and J.Choi,
Morphological Analysis of Cultural DNA, Springer, New York.
Date of publication: September 24, 2020, pp 27–42, ISBN: 978-981-15-7707-9

C. Refereed Journal Articles

- 2023 **Formation-Aware Planning and Navigation with Corridor Shortest Path Maps**
R.Sharma, T.Weiss, and M.Kallmann
Computer Graphics Forum, Accepted in Nov. 2023, to appear.
- 2022 **Reconstructing room scales with a single sound for augmented reality displays**
B.Liang, A.Liang, I.Roman, T.Weiss, B.Duinkharjav, J.Bello, Q.Sun
Journal of Information Display, Date of publication: November 15, 2022
- 2020 **Image-Driven Furniture Style for Interactive 3D Scene Modeling**
T.Weiss, I.Yildiz, N.Agarwal, E.Cansizoglu, J.Choi
Computer Graphics Forum (Proc. of Pacific Graphics), October 2020 pp 57-68,
Date of publication: November 24, 2020
- 2019 **Fast and Scalable Position-Based Layout Synthesis**
T.Weiss, A.Litteneker, N.Duncan, M.Nakada, C.Jiang, L.Yu, D.Terzopoulos
Short version in IEEE Conference on Computer Vision and Pattern Recognition (CVPR)
workshop on Vision Meets Cognition, June 18-22 2018
IEEE Transactions on Visualization and Computer Graphics (TVCG), December 2019,
3231–3243, Date of publication: August 21, 2018
- 2018 **Deep Learning of Biomimetic Sensorimotor Control for Biomechanical Human Animation**
M.Nakada, T.Zhao, H.Chen, T.Weiss, D.Terzopoulos
ACM Transactions on Graphics (SIGGRAPH), Aug 12-16, Article 56, pp 1–15,
Date of publication: July 30, 2018
- 2018 **Position-Based Real-Time Crowd Simulation of Large Crowds**
T.Weiss, A.Litteneker, C.Jiang, D.Terzopoulos
Computers & Graphics, February 2019, 12–22. Special Section on *Motion in Games 2017*,
Date of publication: October 31, 2018

Under Review

- 2023 **Deep Reinforcement Learning for Crowd Simulation with Crowds**
B.Talukdar and T.Weiss
Computer Graphics Forum

D. Peer Reviewed Conference Publications

- 2023 **Crowd-sourced Evaluation of Combat Animations**
Y.Zhang and [T.Weiss](#)
IEEE AI&VR, Accepted in Nov. 2023, to appear
- 2023 **Fast Position-based Multi-Agent Group Dynamics**
[T.Weiss](#)
ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games, WA, USA, May 3-5, 14:1–15
- 2022 **LayoutEnhancer: Generating Good Indoor Layouts from Imperfect Data**
K.Leimer, P.Guerrero, [T.Weiss](#) and P.Musialski
ACM SIGGRAPH Asia Conference Papers, Daegu, South Korea, Dec. 6-9, 27:1–8
- 2020 **Plane-Based Local Behaviors for Multi-Agent 3D Simulations with Position-Based Dynamics**
R.Sharma, [T.Weiss](#), and M.Kallmann
IEEE AIVR 2020, MARCH Workshop: Modeling and Animating Realistic Crowds and Humans, Virtual, Dec. 14-18, pp. 214–217
- 2020 **Interactive and Scalable Layout Synthesis with Design Templates**
H.Farooki, E.Ataer-Cansizoglu, J.Choi, [T.Weiss](#)
IEEE AIVR 2020, Industry-track paper, Virtual, Dec. 14-18, pp. 235–238
- 2020 **Interactive Design of Gallery Walls via Mixed Reality**
H.Huang, Y.Zhang, [T.Weiss](#), R.Perry, L.Yu
IEEE AIVR 2020, Session on AI for new interaction, experiences, and applications in VR and AR, Virtual, Dec. 14-18, pp. 17–26
- 2019 **Room Style Estimation for Style-Aware Recommendation**
E.Cansizoglu, H.Liu, [T.Weiss](#), A.Mitra, D.Dholakia, J.Choi, D.Wulin
IEEE International Conference on Artificial Intelligence & Virtual Reality (AIVR), San Diego, CA, Dec. 9-11, pp. 267–2673
- 2017 **Position-Based Multi-Agent Dynamics for Real-Time Crowd Simulation**
[T.Weiss](#), A.Litteneker, C.Jiang, D.Terzopoulos
Proc. of the Tenth International ACM SIGGRAPH Conference on Motion in Games, Barcelona, Spain, Nov 8-10, 10:1–8
(Media: Gamasutra) Invited to contribute an extended blog version
Best Paper Award
- 2017 **Automated Layout Synthesis and Visualization From Images of Interior or Exterior Spaces**
[T.Weiss](#), M.Nakada, D.Terzopoulos
IEEE Conference on Computer Vision and Pattern Recognition (CVPR) workshop on Vision Meets Cognition, Honolulu, Hawaii, July 21-26, pp. 41-47

E. Peer Reviewed Abstracts and Posters

- 2023 **Learning to Simulate Crowds with Crowds**
B. Talukdar, Y.Zhang, [T.Weiss](#)
ACM SIGGRAPH Conference Posters, abstract, Los Angeles, Los Angeles, CA, Aug. 6-10
- 2022 **Learning Anticipatory Multi-Agent Navigation with Position-Based Deep Reinforcement Learning**
B. Talukdar, [T.Weiss](#)
Society for Industrial and Applied Mathematics (SIAM) Conference on Mathematics of Data Science, abstract, San Diego, CA, Sep. 26-30

- 2022 **Comparing Visual Clutter Metrics: What Feature is Important?**
 Y.Semizer, [T.Weiss](#)
 American Psychological Association Conference Proceedings, poster, Aug. 4-6
- 2022 **Image-Driven 3D Object Style Estimation**
[T.Weiss](#), I.Yildiz, N.Agarwal, and E.Ataer-Cansizoglu
 Society for Industrial and Applied Mathematics (SIAM) Conference on Imaging Science, abstract, Virtual, Mar. 21-25
- 2020 **3D Behaviors for Multi-Agent Simulations with Position-Based Dynamics**
 R.Sharma, [T.Weiss](#), M.Kallmann
 Short version in ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games, Virtual, Sep. 15-17
- 2019 **Implementing Position-Based Real-Time Simulation of Large Crowds**
[T.Weiss](#)
 MARCH Workshop on Modeling and Animating Realistic Crowds and Humans, IEEE International Conference on Artificial Intelligence & Virtual Reality (AIVR), San Diego, CA, Dec. 9-11, pp. 306–3061
- 2017 **Position-Based Multi-Agent Dynamics for Real-Time Crowd Simulation**
[T.Weiss](#), A.Litteneker, C.Jiang, D.Terzopoulos
 Short version in Proc. of the ACM SIGGRAPH/Eurographics Symposium on Computer Animation, Los Angeles, CA, July 28-30, 27:1–2

F. Unrefereed Publications

- 2022 **ATEK: Augmenting Transformers with Expert Knowledge for Indoor Layout Synthesis**
 K.Leimer, P.Guerrero, [T.Weiss](#) and P.Musialski
 ArXiv

G. Published Software

Crowd Simulation Method, Open Source, <https://github.com/tomerwei/pbd-crowd-sim>

VI. Professional Presentations

Invited Talks

- Oct. 2022 Interactive Multi-Agent Dynamics Simulation for Physical and Virtual Worlds
[Invited Speaker](#), Computer Science and Engineering colloquium, University of Connecticut, Storrs, CT
- Sep. 2022 Interactive Multi-Agent Dynamics Simulation for Physical and Virtual Worlds
 Invited Speaker, Department of Electrical and Computer Engineering, Stevens Institute of Technology, NJ
- May 2022 Virtual Content Synthesis: From Spaces to Multi-Agent Dynamics
 Invited Speaker, Toyota Technological Institute, Chicago
- May 2022 Creating virtual spaces with computational interior design and deep learning
 Invited Speaker, Computer Graphics Seminar in the Courant Institute of Mathematical Sciences, New York University, New York
- Jan. 2022 Fast Virtual Content Synthesis: From Spaces to Pedestrian Motion Dynamics
 Invited Speaker, Cambridge Mobile Telematics, Boston
- Nov. 2021 Real-Time Virtual Content: From Spaces to Crowd Dynamics
[Presentation](#), MARCH Workshop on Modeling and Animating Realistic Crowds and Humans, IEEE International Conference on Artificial Intelligence & Virtual Reality (AIVR)

- Sep. 2021 Fast Virtual Content Synthesis: From Spaces to Crowds
[Invited Speaker](#), Computer Science and Engineering
UC Riverside
- Jul. 2021 Creating virtual spaces with computational interior design and deep learning
Invited Speaker, Artificial Intelligence Division
USC Information Sciences Institute
- Feb. 2021 Bridging the Gap between Physical and Virtual Reality
[Invited Speaker](#), Computer Science Department
UC Davis
- Oct. 2020 Bridging the Gap between Physical and Virtual Reality
Invited Lecture, SIG Research Center for Computer Graphics
University of Pennsylvania
- Apr. 2020 Bridging the Gap between Physical and Virtual Reality
PIXL seminar talk, Computer Science Department
Princeton University
- Nov. 2019 Bridging the Gap between Physical and Virtual Reality
School of Computer Science Weekly Seminar
Interdisciplinary Center Herzliya (IDC)
- Nov. 2019 Bridging the Gap between Physical and Virtual Reality
Faculty of Engineering Seminar
Bar Ilan University
- Nov. 2019 Wayfair: Finding your perfect home with data and computational interior design
Data Science Initiative
Harvard University
- Oct. 2019 Bridging the Gap between Physical and Virtual Reality
Computer Graphics Group Seminar
UMass Amherst
- May 2019 Bridging the Gap between Physical and Virtual Reality
Computer Graphics Group Seminar
CSAIL, MIT
- Apr. 2019 Bridging the Gap between Physical and Virtual Reality
Guest Lecture
Dept. of Computer and Information Science, Fordham University
- Mar. 2019 Bridging the Gap between Physical and Virtual Reality
Colloquia
Dept. of Computer Science, University of Massachusetts Boston
- Mar. 2019 Bridging the Gap between Physical and Virtual Reality
CS Seminar
Dept. of Computer Science, Illinois Institute of Technology
- Mar. 2019 Bridging the Gap between Physical and Virtual Reality
Research Seminar
Dept. of Computer Science, University of North Carolina at Charlotte
- Mar. 2019 Bridging the Gap between Virtual and Physical Worlds
Research Seminar
Digital Worlds Institute, University of Florida

- Mar. 2019 Position-Based Multi-Agent Dynamics for Real-Time Crowd Simulation
Guest Lecture
Digital Worlds Institute, University of Florida
- Mar. 2019 Powering the Next Generation of Human Learning with Immersive Virtual Environments
Research Seminar
Learning Sciences Cluster, University of Central Florida
- Mar. 2019 Bridging the Gap between Physical and Virtual Reality
Research Seminar
Dept. of Computer Science, University of Central Florida
- Feb. 2019 Bridging the Gap between Physical and Virtual Reality
Colloquium
Dept. of Computer Science, Old Dominion University
- Feb. 2019 Bridging the Gap between Physical and Virtual Reality
Research Presentation
Dept. of Informatics, New Jersey Institute of Technology
- Jan. 2019 Introduction to Functional Programming
Guest Lecture
Dept. of Computer Science, Loyola Marymount University
- Nov. 2018 A fast and scalable approach for simulating multi-agent crowds and for creating virtual layouts
Computer Science Colloquium
Dept. of Computer Science, Dartmouth College
- Oct. 2018 A fast and scalable approach for simulating multi-agent crowds and for creating virtual layouts
Computer Science Colloquium
Dept. of Computer Science, University of Massachusetts Lowell
- Oct. 2018 A fast and scalable approach for simulating multi-agent crowds and for creating virtual layouts
Computer Graphics Colloquium
Dept. of Computer Science, University of Pennsylvania
- Jun. 2018 Simulating virtual crowds with 100,000 agents in real-time on your laptop
Boston Computational Creativity Interest Group
Boston, MA
- Mar. 2018 Simulating virtual crowds with 100,000 agents in real-time on your laptop
Visual Computing and Interaction Seminar
Computer Science, Electrical Engineering, Media Arts and Technology (Jointly)
University of California Santa Barbara
- Mar. 2018 Simulating virtual crowds with 100,000 agents in real-time
Dept. Seminar Series
Dept. of Computer Science, University of Massachusetts Boston
- Mar. 2018 Simulating virtual crowds with 100,000 agents in real-time on your laptop
EECS Technical Seminar Series
Electrical Engineering and Computer Science, University of California Merced
- Feb. 2018 Position-based methods for real-time crowd simulation and modeling applications
Computer Graphics and Visualization group
School of Information and Computer Sciences, University of California Irvine
- Feb. 2018 Position-based multi-agent dynamics for real-time crowd simulation and modeling applications
Center for Visual Computing
Dept. of Computer Science and Engineering, University of California San Diego

- Dec. 2017 Position-based multi-agent dynamics for real-time crowd simulation
Graphics and Vision Seminar, hosted by Prof. Daniel Cohen-Or
School of Computer Science, Tel Aviv University
- Contributed Conference Presentations*
- Feb. 2022 Computer Graphics & Vision at the New Jersey Institute of Technology ([Link](#))
Workshop on Sustainable Research Pathways for High-Performance Computing, Sustainable
Horizons Institute, Rancho Mirage, CA
- Dec. 2020 Position-Based Real-Time Simulation of Large Crowds ([Media](#))
Workshop on Social Dynamics beyond Vehicle Autonomy, Institute for Pure & Applied Mathe-
matics, UCLA
- Sep. 2020 Fast and Scalable Position-Based Layout Synthesis
[T.Weiss](#)
ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games, Sep. 14-18
- Dec. 2019 Implementing Position-Based Real-Time Simulation of Large Crowds
[T.Weiss](#)
MARCH Workshop on Modeling and Animating Realistic Crowds and Humans,
IEEE International Conference on Artificial Intelligence & Virtual Reality (AIVR), Dec. 9-11
- Dec. 2018 A Constraint-Based Approach to Crowd Simulation and Layout Design
ACM SIGGRAPH Asia Doctoral Consortium
Tokyo, Japan, Dec 4
- Oct. 2018 Gallery Wall Synthesis and Visualization
International Conference on Predictive Applications and APIs
Boston, MA, Oct. 17
- Aug. 2018 A Constraint-Based Approach to Crowd Simulation and Layout Design
ACM SIGGRAPH Thesis Fast Forward
Vancouver, BC, Canada, Aug 14
- Nov. 2017 Position-Based Multi-Agent Dynamics for Real-Time Crowd Simulation
[T.Weiss](#), A.Litteneker, C.Jiang, D.Terzopoulos
Proc. of the Tenth International ACM SIGGRAPH Conference on Motion in Games, Nov 8-10
- Jul. 2017 Position-Based Multi-Agent Dynamics for Real-Time Crowd Simulation
[T.Weiss](#), A.Litteneker, C.Jiang, D.Terzopoulos
Proc. of the ACM SIGGRAPH/Eurographics Symposium on Computer Animation, July 28-30
- Other Presentations*
- Mar. 2019 Computing Community Consortium (CCC)
Content Generation for Workforce Training workshop, March 14-15

VII. Teaching Experience

A. Courses and Student Evaluations

- Fall, Spr. **Introduction to Graphics Programming**, *New Jersey Institute of Technology*.
2020-2022 Introduction to principal topics and key ideas in computer graphics animation and modeling. Includes assignments, and independent study.
- Fall, Spr., **Programming Languages**, *UCLA*.
Win. Basic concepts in design and use of programming languages, including abstraction, modularity, control mechanisms, types, declarations, syntax, and semantics. Study of several different language paradigms: Ocaml, Python, Java, Scheme and Prolog
- 2014-2018
- Spr. 2017 **Software Engineering**, *UCLA*.
Structured programming, program specification, program proving, modularity, abstract data types, composite design, software tools, software control systems, program testing, team programming.

Win. 2016 **Software Construction Lab, UCLA.**
Sole Instructor. Fundamentals of open-source and other software tools and environments, used in upper-division computer science courses and in the software industry

Fall 2015 **Computer Science Freshman Seminar, UCLA.**
Introduction to principal topics and key ideas in computer science and engineering. Seminar includes assignments, independent study, and writing reports

B. Curriculum Development

New Courses Developed

Spr. 2022 **IT 465, AI for Artificial Worlds**, Informatics, NJIT.

New Course Manuals Developed

Spr. 2020 **IT 360, Introduction to Graphics Programming**, Informatics, NJIT.

C. Research and Design Supervision

Graduate Students

2021- Bilas Talukdar, NJIT Informatics doctoral student, reinforcement learning of crowd movements

2020- Yunhao Zhang, NJIT Informatics doctoral student, combat motion synthesis

Thesis Committees

2021- Raina Samuel, NJIT Informatics doctoral student, Android Security: Analysis and Applications

2022- Yunhao Zhang, NJIT Informatics doctoral student, passed qualifying exam in Dec-2021, sword fighting motion synthesis

Doctoral Qualifying Exam Committees

2023 Li Yi, NJIT Informatics doctoral student, passed qualifying exam in Jun-2023, Learning Representations For Effective and Explainable Software Bug Detection and Fixing

2022 Bilas Talukdar, NJIT Informatics doctoral student, Learning Anticipatory Multi-Agent Navigation with Position-Based Deep Reinforcement Learning

2022 Wenbo Wang, NJIT Informatics doctoral student, QA4GIS: A Novel Approach Learning to Answer GIS Developer Questions with API Documentation

2021 Yunhao Zhang, NJIT Informatics doctoral student, Sword Fighting Motion Synthesis

2021 Raina Samuel, NJIT Informatics doctoral student, Android Security: Analysis and Applications

Undergraduate Students

2022 Audrey Bhea Obispo, NJIT Informatics student, Visualizing Collective Ant Dynamics

2022 Barr Beneli, NJIT Informatics student, Simulating Collective Ant Dynamics

2022 Elijah Brick, NJIT Computer Science student, Zebrafish Motion Dynamics Simulation

2021-2022 Tejasi Thool, NJIT Digital Design student, Spatial design for Promoting Mental Health and Well-being

2021 Anuraag Godavari, NJIT Computer Science student, Parallel and GPU Programming Methods for 3D Crowd Simulation

2021 Giancarlo Carrasco Perez, NJIT Computer Science student, floorplan sketch completion with machine learning

2020-2021 Muhammed Waggeh, NJIT Informatics student, ant swarm simulation

2020 Hameedullah Farooki, NJIT Computer Science student, computational methods for architectural layout synthesis

2020 Donovan Westwater, NJIT Informatics student, scalable crowd simulation methods in games

High School Students

- 2022 Daniel Long, Simulating Agents Moving in Formations, Governor Livingston High School, Berkeley Heights, NJ
- 2022 Sai Voruganti, Estimating Style of 3D Shapes, John P. Stevens High School, Edison, NJ

VIII. Grants and Contracts

- 2022 Learning Deep Representations of Collective Behavior, PI, NJIT-Ben Gurion Seed Grant, 11/2022 to 11/2023, 1 year, \$5,000
- 2022 Understanding Group Motion Dynamics with Reinforcement Learning, PI, NJIT Seed Research, 07/2022 to 06/2023, 1 year, \$7,500
- 2021 Predicting Future and Past Spatial Macroscopic Collective Behaviors, PI, NJIT-Ben Gurion Seed Grant, 03/2021 to 03/2022, 1 year, \$6,000

IX. Public Recognition

- 2020 Meet the 2019-2020 New Faculty in Ying Wu College of Computing, New Jersey Institute of Technology [News](#)
- 2020 Featured New Faculty, New Jersey Institute of Technology Magazine, [Spr. 2020](#)

X. Service Activities

A. Department

- AY 2022-2023 Informatics Department Chair Search Committee.
- AY 2021-2023 Informatics Department PhD Program Revision Committee.
- AY 2020-2021 Informatics Department Faculty Hiring Committee.
- AY 2019-2020 Informatics Department Faculty Candidate Interviewer (×4)

B. University

- AY 2022-2023 NJIT Faculty Senate voting member

C. Government

- 2020 Panelist & Reviewer, National Science Foundation
- 2019 [White Paper](#) Contributor, Computing Community Consortium (CCC) Content Generation for Workforce Training workshop

D. Professional Societies

- 2022- Member, SIAM
- 2019- Member, ACM
- 2019- Member, SIGGRAPH
- 2019- Member, IEEE

E. Conference Organizing and Program Committees

- 2022,23 Program Committee Member, IEEE International Conference on Computational Photography
- 2022,23 Program Committee Member, IEEE Artificial Intelligence and Virtual Reality
- 2021 Organizing Committee, Workshop on Modeling and Animating Realistic Crowds and Humans (MARCH), IEEE International Conference on Artificial Intelligence & Virtual Reality (AIVR)
- 2020 Program Committee Member, Computer Animation and Social Agents (CASA)

F. Peer Reviewing Activity

- 2023 Reviewer, Eurographics
- 2023 Reviewer, Computer Animation & Virtual Worlds (x1)
- 2023 Reviewer, Graphical Models (x1)
- 2023 Reviewer, Computer Graphics Forum (multiple)
- 2022 Reviewer, IEEE Conference on Virtual Reality (IEEE VR) (x1)
- 2022 Reviewer, ACM Symposium on Virtual Reality Software and Technology (VRST) (x1)
- 2022 Reviewer, MobileHCI 2022 Late Breaking Results (x1)
- 2022 Reviewer, EuroViz poster abstracts (x1)
- 2022 Reviewer, IEEE International Symposium on Mixed and Augmented Reality (ISMAR) (x1)
- 2021 Reviewer, International Conference on Robotics and Automation (ICRA) (x1)
- 2020 Reviewer, Eurographics (x2)
- 2020 Reviewer, Computer Animation and Virtual Worlds
- 2020 Panelist & Reviewer, National Science Foundation
- 2019 Reviewer, Computers & Graphics
- 2019 Reviewer, IEEE Access
- 2019 PC Member, Computer Animation and Social Agents (CASA)
- 2018 Reviewer, Eurographics
- 2018 Reviewer, ACM SIGGRAPH Asia
- 2018 Reviewer, Elsevier Applied Mathematical Modelling
- 2018 Reviewer, Journal of Visualized Experiments

G. Editorial Activity

- 2022 Guest Editor & Topic Coordinator, Frontiers Virtual Reality

H. Other Activity

- 2018- Reviewer, UCLA Engineering Undergraduate Scholarships
- 2014–2017 UCLA, Graduate Admissions Committee
- 2014–2017 UCLA, Computer Science Dept. Graduate Visiting Day Committee
Led Q&A panels, campus and department overview session
- 2014–2016 UCLA, Officer of the Engineering Graduate Student Division Association
Coordinated student events, volunteering, and outreach. Also in-charge of industry collaboration, and industry sponsored events
- 2014–2016 UCLA, Acting President of the Computer Science Graduate Student Committee
In charge of outreach, industry collaboration and student events. Coordinated company sponsored tea-time events, for recruiting computer science graduate students