Peter COTTRELL

PHONE: (925) 548-2313   EMAIL: pcottrel@ucsc.edu

EDUCATION

JUNE 2021	Doctor of Philosophy in **Computational Media**
	UNIVERSITY OF CALIFORNIA, SANTA CRUZ
	Dissertation: "Supporting Self-Regulation with Deformable Controllers"
	Advisors: Katherine ISBISTER and Sri KURNIAWAN
JUNE 2013	Bachelor of Science Degree in **Bioengineering**, focus in **Rehabilitation**
	UNIVERSITY OF CALIFORNIA, SANTA CRUZ
	Thesis: "UI Design and Video Magnification Analysis for the LASSIE Robot"
	Advisors: Sri KURNIAWAN and Mircea TEODORESCU

COMPUTER SKILLS

In-depth Knowledge 2+ years of exp.	Java, C, C++, LaTeX, Microprocessors, UX design, Human-Computer Interaction, Computer Architecture
Detailed knowledge 6 months - 2 years	C#, Objective C, Assembly, KitKat, LINUX, VisualStudios, MatLab, Github, Solidworks, Magic, Xcircuit, VLSI, Verilog
Basic Knowledge 1-6 months	PHP, SQL, HTML5, Javascript, Ubuntu, ROS, Python, NGspice

TEACHING EXPERIENCE

JULY 2021	*COSMOS Teacher Fellow at* UCSC EDUCATIONAL PARTNERSHIP CENTER
	Led high school students through programming summer camp aimed at teaching early analogue and digital prototyping of game design.
SPRING 2021	*Teaching Assistant for* CMPM 172: GAME DESIGN STUDIOS 3
	Provided high level project management supervision as the game design teams finished and published their games.
WINTER 2021	*Teaching Assistant for* CMPM 176: GAME SYSTEMS
	Weekly meetings with 8 teaching team members, leading 2 sections per week of 30 students leading them through dissecting and reconstructing various forms of game systems. Helped mitigate grade resolutions, modify assignments and maintain course organization.
WINTER 2020	*Teaching Assistant for* CMPM 171: GAME DESIGN STUDIOS 2
	Weekly meeting with 3 teams of 6-12 students to critique and maintain progress in their creative process. Helped mitigate grade resolutions, modify assignments and maintain course organization under four instructors.
FALL 2019	*Teaching Assistant for* CMPM 179: DIGITAL ENHANCEMENTS FOR TABLETOP GAMES
	Helped coordinate 5 student teams ranging between 1 and 5 students on developing mixed media prototypes to augment traditional physical board-game systems with digital infrastructure to reduce friction in playing.

SPRING 2019 | *Graduate Instructor for* CMPM 131: USER EXPERIENCE FOR INTERACTIVE MEDIA

Taught a course of 40 students on different HCI approaches, developed material and coordinated progress of 10 student groups. Students had to workshop their idea and work directly with users to develop their human-centered high fidelity prototype.

WINTER 2019 | *Teaching Assistant for* CMPM 171: GAME DESIGN STUDIOS 2

Weekly meeting with 6 teams of 5-9 students to critique and maintain progress in their creative process. Helped mitigate grade resolutions, modify assignments and maintain course organization under two instructors.

FALL 2018 | *Teaching Assistant for* CMPM 170: GAME DESIGN STUDIOS 1

6 hours of instruction time each week, weekly meeting with teams of 5-9 students to critique and maintain progress in their creative process. Helped mitigate grade resolutions, modify assignments and maintain course organization under two instructors.

SPRING 2018 | *Teaching Assistant for* CMPS 5J: INTRO TO PROGRAMMING JAVA

6 hours of instruction time each week including regular lab sections, helped mitigate grade resolutions and held Office Hours.

FALL 2017 | *Teaching Assistant for* CMPE 12: COMP. SYSTEMS AND ASSEMBLY LANGUAGE

Lead bi-weekly sections reviewing topics provided in lecture through laboratory assignment. Graded assignments, helped mitigate grade resolutions and answered questions on Piazza.

SUMMER 2017 | *Teaching Assistant for* CMPS 115: INTRO TO SOFTWARE ENGINEERING

Lead regular team stand up meetings, helped mitigate grade resolutions and developed excel gradebook for keeping track of group dynamic complaints and monitoring project management.

SPRING 2017 | *Teaching Assistant for* CMPS 5J: INTRO TO PROGRAMMING JAVA

Lead regular lab sections, helped mitigate grade resolutions and held regular Office Hours.

Winter 2017 | *Teaching Assistant for* CMPM 131: USER EXPERIENCE

Taught class sections, organized graders, helped grade course projects and held Office Hours.

FALL 2016 | *Teaching Assistant for* CMPE/S 200: RESEARCH AND TEACHING IN CS/CE

Wrote homework assignments, graded assignments, helped mitigate grade disputes and held Office Hours.

SPRING 2015 | *Teaching Assistant for* CMPE 80E: ENGINEERING ETHICS

Wrote homework assignments, organized graders, helped grade papers and held regular Office Hours.

WINTER 2015 | *Teaching Assistant for* ASTR 6: THE SPACE-AGE SOLAR SYSTEM

Lead Bi-weekly discussion sections and held regular Office Hours.

Winter 2015 | *Grader for* CMPE 131/231: HUMAN-COMPUTER INTERACTION
FALL 2014 | *Grader for* CMPE 8: ROBOT AUTOMATION
SUMMER 2014 | *Teaching Staff at* DIGITAL MEDIA ACADEMY
SPRING 2014 | *Grader for* CMPE 80A: UNIVERSAL ACCESS
Winter 2014 | *Grader for* CMPE 131/231: HUMAN-COMPUTER INTERACTION
FALL 2013 | *Tutor for* CMPE 118/L: INTRODUCTION TO MECHATRONICS
SPRING 2013 | *Grader for* CMPE 80A: UNIVERSAL ACCESS
Winter 2013 | *Grader for* CMPE 131/231: HUMAN-COMPUTER INTERACTION