

SKYLAR WOLFGANG WURSTER

Columbus, OH 43201

1 224 800 8152 ◊ swwurster@gmail.com

RESEARCH INTEREST

My focus is within machine learning, scientific data visualization, and computer graphics.

EDUCATION

- Ph.D in Computer Science** August 2019 - present
The Ohio State University
Advised by Prof. Han-Wei Shen
- B.S. in Computer Science and Engineering** August 2015 - May 2019
The Ohio State University
Magna Cum Laude, Dean's List 8 semesters

EMPLOYMENT

- The Ohio State University** August 2020 - present
Graduate Research Assistant
- Advised by Professor Han-Wei Shen, researching scientific visualization and deep learning.
- Argonne National Lab** May 2020/21/22 - August 2020/21/22
Research Aide
- Working in the Laboratory for Applied Mathematics, Numerical Software, and Statistics group of the Mathematics and Computer Science Division. <https://www.anl.gov/mcs/lans>.
 - Researching hierarchical implicit neural representations for large-scale scientific data for data reduction, analysis, and visualization, as well as vector field stream surface extraction via implicit neural networks.
- The Ohio State University** August 2019 - May 2020
Graduate Teaching Assistant
- Taught CSE 2221: Software 1 to a class of 40 undergraduate students.
 - Scored better than average on all student evaluation questions compared to instructors within the university, the college of engineering, and the department of computer science.
- The Ohio State University - ACCAD** January 2017 - May 2019
Undergraduate Research Assistant
- United Airlines** May 2018 - August 2018
Contact Center IT Intern
- Air Force Research Lab - Discovery Lab** June 2015 - December 2015
Intern
- Dundee Crown High School** August 2014 - May 2015
AVID Tutor

AWARDS

- First place at a Microsoft coding contest at OSU September 20, 2017
- Humane Technologies Fellow August 2017 - May 2018
- National Buckeye Scholarship August 2015 - May 2019
- Provost Scholarship August 2015 - May 2019

PUBLICATIONS AND PRESENTATIONS

S. W. Wurster, H. Guo, H. -W. Shen, T. Peterka and J. Xu, "Deep Hierarchical Super Resolution for Scientific Data," in *IEEE Transactions on Visualization and Computer Graphics*, 2022. Early access.

Neng Shi, Jiayi Xu, Skylar W. Wurster, Hanqi Guo, Jonathan Woodring, Luke Van Roekel, and Han-Wei Shen. "GNN-Surrogate: A Hierarchical and Adaptive Graph Neural Network for Parameter Space Exploration of Unstructured-Mesh Ocean Simulations". *IEEE Transactions on Visualization and Computer Graphics (Proc. IEEE PacificVis 2022)*, 2022, Accepted.

Xu, J., Guo, H., Shen, H.-W., Raj, M., Wurster, W. S., Peterka, T.. "Reinforcement Learning for Load- balanced Parallel Particle Tracing". *IEEE Transactions on Visualization and Computer Graphics*. 2022.

Bruggeman, K. and Wurster, S. W. 2018. "The Hiatus System: virtual healing spaces: low dose mindfulness based stressed reduction virtual reality application". *SIGGRAPH '18 ACM SIGGRAPH 2018 Appy Hour*. 8

Paul Hyunjin Kim, Jacob Grove, Skylar Wurster, and Roger Crawfis. 2019. "Design-centric maze generation". In *Proceedings of the 14th International Conference on the Foundations of Digital Games (FDG '19)*. ACM, New York, NY, USA, Article 83, 9 pages.

VIS 2019 - Presented on behalf of Junpeng Wang: J. Wang, S. Hazarika, C. Li and H. Shen, "Visualization and Visual Analysis of Ensemble Data: A Survey," in *IEEE Transactions on Visualization and Computer Graphics*, vol. 25, no. 9, pp. 2853-2872, 1 Sept. 2019. doi: 10.1109/TVCG.2018.2853721. <https://vimeo.com/373017114>

VIS 2019 - Presented on behalf of Ko-Chih Wang: K. Wang, T. Wei, N. Shareef and H. Shen, "Ray-based Exploration of Large Time-varying Volume Data Using Per-ray Proxy Distributions," in *IEEE Transactions on Visualization and Computer Graphics*. doi: 10.1109/TVCG.2019.2920130. <https://vimeo.com/375028920>