

CURRICULUM VITAE

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1. EDUCATION

May 2002 Doctoral Degree, George Mason University, Fairfax, Virginia, USA (Information Technology/CS)

2. RESEARCH INTERESTS

- *Smart Human Computer Interface*
- *Smart Device App Development*
- *Smart Sensor Systems*
- *3D Animation & Simulation*
- *Computer Graphics & Scientific Visualization*

3. CURRENT RESEARCH PROJECTS

- “Acquisition of Big Data Analytics Instruments for Research and Education in Big Military Data Intelligence at PVAMU”, awarded by DoD with the total of \$498,819. 2016-2017. (Co-PI)
- “Center of excellence in Research and Education for big Military Data Intelligence”, Department of Defense (Air Force Research Laboratory), \$5M, 2015-2020. (Co-PI)

4. SELECTED PUBLICATIONS

- David Zhou, **Y. Yang**, and H. Yan, “A Smart Virtual Eye Mobile System for the Visually Impaired”, *IEEE Potentials*, Vol. 35, No. 6, Nov./Dec. 2016, pp. 13-20.
- **Y. Yang**, etc., "Design and Implementation of a Remote Resident Power Monitor and Control System," *IEEE Potentials*; July/August 2015, Vol.34, No.4, pp.19-23.
- **Y. Yang** and L. Li, "Design and Implement a Smart e-Receptionist," *IEEE Potentials*, Vol. 32, No. 4, July/August 2013, pp.22-27.
- **Y. Yang**, X. Wang, and L. Li, “Use Mobile Devices to Wirelessly Operate Computers," *International Journal of Technology and Human Interaction (IJTHI)*, Vol. 9, No. 1, January-March 2013, pp. 64-77.
- **Y. Yang** and L. Li, "Expose Engineering Students to Renewable Energy Science and Experiment Intelligent Energy Supply Control System," *American Journal of Engineering Education*, 2013.
- **Y. Yang** and L. Li, "Turn Nintendo Wiimote into Handheld Computer Mouse," *IEEE Potentials*, Vol. 30, No. 1, Jan/Feb 2011, pp.12-16.
- Jian-ao Lian and **Y. Yang**, "A New Cross Subdivision Scheme for Surface Design," *Journal of Mathematical Analysis and Applications*, Vol. 374, Issue 1, February , 2011, pp. 244-257.
- **Y. Yang** and J. Lian, "Make 3D Object Surfaces Smoother: Two New Interpolating Subdivision Schemes," *IEEE Computing in Science and Engineering*, May/June 2010, pp. 44-50.
- Y. Wang, S. Cui, **Y. Yang**, and J. Lian, "Virtual Reality Mathematic Learning Module for Engineering Students," *Technology Interface Fournal*, Vol. 10, No. 1, 2009, pp 1 - 10.
- **Y. Yang** and J. Lian, "Make 3D Object Surfaces Smoother: Two New Interpolating Subdivision Schemes," submitted to an IEEE magazine; 2008
- **Y. Yang**, A. Lodgher, and S. Xing, "Bring Rigid Bodies to Life," *IEEE Potentials*, Vol. 26, No. 5, Sep./Oct., 2007, pp. 26-31.
- **Y. Yang**, A. Lodgher, and W. Zhang, "Reconstruct 3D Objects from 2D Boundaries," *IEEE Potentials*, Nov./Dec., 2006, pp. 8-13.
- **Y. Yang** and A. Lodgher, "Use 3D Graphics Learning Environment to Help Comprehend Non-Intuitive Concepts," *Computers in Education Journal*, Vol. XVI, No. 4, October/December 2006, pp.51-57.
- **Y. Yang**, J. Chen, and M. Behesht, "Nonlinear Projections and Magic Lenses: 3D View Deformation," *IEEE Computer Graphics & Applications*, Vol. 25, No. 1, Jan./Feb., 2005, pp.76-84.