

# Paul Clifton

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## Education

### Georgia Institute of Technology

M.S. Digital Media Expected graduation – May 2010

Masters Project: "WorkTop: A Multi-touch Tabletop Sketching Application for Interdisciplinary Design Collaboration". Committee: Dr. Ali Mazalek, Dr. Michael Nitsche, and Dr. Jon Sanford. Researched and developed tabletop and other tangible interfaces for collaborative work, games, interactive narrative control, and cognitive science research.

B.S. degree December 2005 Industrial and Systems Engineering

Honors: President's Undergraduate Research Award Grant, Deans List

Coursework: Java Programming, Circuits and Electronics, Human Integrated Systems, Simulations, Databases, Probability and Statistics, Stochastic Methods, Queuing Theory, and Optimization.

Study Abroad: Summer 2003 Georgia Tech Lorraine Metz, France

Summer 1998 Exchange Student Ulm, Germany

## Experience

**Experimental Media - Teaching Assistant**      1-2010 to Present      Georgia Tech

Ran class tutorials on electronics and physical fabrication. Helped students design and develop interactive play spaces for outdoor installation. Researched environmental power sources.

**BDC - Research Assistant**      08-2009 to Present      Synlab - Georgia Tech

Designed, built, and troubleshot a puppet interface for mapping body motions onto a 3D virtual character in real time using Arduino, Bluetooth, and Processing. Conducted cognitive science experiments to determine the puppets ability to enhance identification with a virtual character.

**eTV Lab**      6-2009 to 8-2009      eTV Lab - Georgia Tech

Debugged and streamlined JavaScript for social viewing set-top box applications. Designed and developed iPhone based interactive narrative remote control.

**WorkTop - Research Assistant**      1-2009 to 8-2009      CATEA - Georgia Tech

Researched collaborative workplace tasks. Designed and iterated multi-touch tabletop sketching applications to support interdisciplinary brainstorming. Conducted user testing with paper-based prototypes to determine the effectiveness of the design.

**Digital Media Masters Student**      8-2008 to present      Georgia Tech

Designed and created websites and Flash applications. Developed interactive AJAX applications. Created a 3D environment using Maya and Unreal. Developed a deep understanding of digital media and its affordances.

**Technical Writer**      4-2007 to 8-2008      Shoap Technical Services

Designed and wrote manuals, requirements specifications, and online help guides for credit card terminals and applications using Microsoft Word, Adobe FrameMaker, and Robohelp. Created process flow diagrams using Microsoft Visio. Updated marketing line art using Adobe Illustrator and Corel Draw. Captured and edited screen shots with Paint Shop Pro.

**Logistics Analyst**      1-2006 to 4-2007      Alfred Karcher Inc.

Developed VBA Macros for MS Excel to streamline the customs invoicing process. Researched, reported on and negotiated contract manufacturing terms. Managed inventory using SAP. Wrote and compiled a training manual for common SAP tasks.

**Independent Research Project**      8-2005 to 12-2005      Georgia Tech

Researched and analyzed criticism and important works of utopian science fiction for the Georgia Tech Science Fiction Lab. <http://sciencefictionlab.lcc.gatech.edu/subTopicUtopia.html>

**Senior Design Project**      1-2005 to 5-2005      Atlanta Humane Society

Worked with a team to analyze and improve the animal adoption process. Delivered written and oral reports to technical and non-technical audiences. Developed and administered customer surveys. Reduced customer wait time by 66% and increased adoptions by as many as 200 per year.

**Science Fiction Lab**      9-2001 to present      Georgia Tech

Hosted and produced a monthly show on WREK radio consisting of author interviews, reviews, and critical analysis of science fiction. Gained recording and audio production, as well as leadership and organization skills. Researched and wrote criticism of examples of engineering in utopian science fiction.

**Publications**

Mazalek, A., Chandrasekharan, S., Nitsche, M., Welsh, T., Thomas, G., Sanka, T., and Clifton, P. 2009. Giving your self to the game: transferring a player's own movements to avatars using tangible interfaces. In *Proceedings of the 2009 ACM SIGGRAPH Symposium on Video Games* (New Orleans, Louisiana, August 04 - 06, 2009). S. N. Spencer, Ed. Sandbox '09. ACM, New York, NY, 161-168.

“I Want to Vleed My Vlood.” *Monstrous Bodies: Celebrating 25 Years of the Fantastic in the Arts at Georgia Tech*. Ed. Paul Clifton. Atlanta: Georgia Tech School of Literature Communication and Culture, 2006. 41-53.

“Busted Up.” *North Avenue Review* Winter 2003: 31-3.

**Skills**

- Experience with MySQL, Java, JavaScript PHP, ActionScript, Flash, Adobe CS3, Arduino, Maya, UnrealEngine, Visual Basic for Applications (VBA), SAP
- Workforce Communication certified for public speaking and writing skills
- Conversational in German