

The IEEE Visualization and Graphics Technical Community (VGTC) is pleased to announce the election of 5 new officers to the executive committee. The VGTC serves a vital role in the Visualization and Virtual Reality community by providing leadership, support, and organization services across multiple conferences. We thank these new officers, as well as the other candidates we were not able to select, for their interest in volunteering.



The new officers are listed below with bios following:

- Jian Chen, The Ohio State University
[Vice Chair for Conferences](#)
- Charles Hansen, University of Utah
[Chair of the Awards Committee for Visualization](#)
- Mar Gonzalez Franco, Microsoft Research
[Ethics and Diversity Chair](#)
- Ben Watson, North Carolina State University
[Online Communities Chair](#)
- Laura Truțoiu, Facebook
[Industrial Relations Chair](#)

For questions about the VGTC, please contact Jim Ahrens at chair@vgtc.org.

Vice Chair for Conferences

Jian Chen

Jian Chen is an Associate Professor at the Department of Computer Science and Engineering at The Ohio State University (OSU). She received her Ph.D. degree in Computer Science from Virginia Tech and an MS degree in Mechanical Engineering | Precision Instrument from Tianjin University | Tsinghua University joint program. She was a postdoctoral fellow at Brown University and a visiting researcher at Harvard University. Her current research centers around the fascinating interdisciplinary science of visual design, 3D interaction, and human-AI teaming.



She is directing the OSU Interactive Visual Computing Lab, where she works with the most brilliant students and colleagues worldwide to understand how humans and machines see, make sense, retain, and understand

information and to design and study new interactive metaphors and visualization to augment people's ability to explore the vast amount of data on a desktop or immersive virtual environments. She has earned several best paper and best poster awards. She has served on the both VIS and VR conference committees. She is proud to serve as the founding chair of the OSU Women in Computer Science and Engineering. Dr. Chen also served as a VGTC IEEE Visualization Academy election committee member in 2020.

Chair of the Awards Committee for Visualization

Charles Hansen

Charles (Chuck) Hansen is an IEEE Fellow and a Distinguished Professor of Computing in the School of Computing and a founding member of the Scientific Computing and Imaging Institute at the University of Utah.

He received a BS in computer science from Memphis State University in 1981 and a Ph.D. in computer science from the University of Utah in 1987. Since 1997, he has been on the faculty in Computer Science at the University of Utah. He was a visiting professor at the University Joseph Fourier in 2011-2012, a SimTech Fellow at the University of Stuttgart in 2012, and a visiting scientist at INRIA-Rhone in the GRAVIR group in 2004-2005. From 1989 to 1997, he was a Technical Staff Member in the Advanced Computing Laboratory (ACL) located at Los Alamos National Laboratory, where he formed and directed the visualization efforts in the ACL. He was a Bourse de Chateaubriand PostDoc Fellow at INRIA, Rocquencourt France, in 1987 and 1988.



Chuck Hansen has published over 170 peer reviewed journal and conference papers and has been a co-author on three papers recognized with "Best Paper Awards" at the IEEE Visualization Conference (1998, 2001, 2002). He was co-author on the Best Paper at IEEE Pacific Visualization 2010. He was awarded the IEEE Technical Committee on Visualization and Graphics "Technical Achievement Award" in 2005 in recognition of seminal work on tools for understanding large-scale scientific data sets. In 2017, he was awarded the IEEE Technical Committee on Visualization and Graphics "Career Award" in recognition for his contributions to large scale data visualization, including advances in parallel and volume rendering, novel interaction techniques, and techniques for exploiting hardware; for his leadership in the community as an educator, program chair, and editor; and for providing vision for the development and support of the field.

Chuck Hansen served on the VGTC Board from 1995-2002. He was on the IEEE Visualization Conference Steering Committee from 2001-2004 and initiated term limits during that time. He

has co-Chaired IEEE Visualization 2000, was Program co-Chair for Visualization '99, and served as a papers co-Chair for IEEE SciVis (then called IEEE Visualization) in 2007-2008. He co-Chaired IEEE Lдав in 2014.

He was twice an Associate Editor in Chief (AEIC) of IEEE Transactions on Visualization and Computer Graphics (TVCG) and was on the editorial board of Elsevier Computers and Graphics Journals. His research has made contributions to the fields of scientific visualization, computer graphics, parallel computation, and computer vision.

Ethics and Diversity Chair

Mar Gonzalez Franco

Dr. Mar Gonzalez-Francoa is a Senior Researcher in the EPIC (Extended Perception Interaction and Cognition) team at Microsoft Research and a Senior Member of the IEEE. In her research, she advances Spatial Computing by building new devices and experiences. All while studying human behavior, perception, and neuroscience.

Mar holds a BSc in Computer Science (URL, Barcelona) and MSc in Biomedical Engineering (Universitat de Barcelona and Tsinghua University). She earned her Ph.D. in Immersive Virtual Reality and Clinical Psychology under the supervision of Prof. Mel Slater at the EVENT-Lab, affiliated as a visiting student at the Massachusetts Institute of Technology, MediaLab. She completed her postdoctoral studies at University College London.



Despite her shift into industry -- first at Airbus Applied Maths laboratories in the UK and now at Microsoft Research -- she is still deeply involved in the scientific community, where she often acts as an expert advisor to governments (US NSF, Canada NSERC, European Commission). As well as published, served as program committee, chair, associate editor, and reviewed in multiple venues (IEEE & ACM conferences and transactions, Frontiers, Nature Publishing group, and Science Robotics). She is also very keen on disseminating her views on how technology companies and industrial labs should run. In that role, she has been invited for commentaries on her work for Scientific American, Bloomberg, GEN summit, as well as recognized by different institutions as a technology leader to follow: Business Insider ES 2019 award, MAS Technology Award 2019.

In her role as Ethics and Diversity Chair of IEEE VGTC, she aims at creating new programs that help promote gender parity, fix the pipeline of diversity, set up mechanisms for accountability and transparency of the board, and implement tools to increase accessibility and geographical access (with special effort in reaching LATAM and Africa).

Online Communities Chair

Ben Watson

Ben Watson is an Associate Professor of Computer Science at North Carolina State University, where he and his students study how visual technologies affect human emotion, thinking, and behavior. Their work in the Visual Experience Lab spans user experience, computer graphics, visualization, human-computer interfaces, and virtual reality. He also co-founded NexUX, a collaborative that seeks to improve our lives through deeply interdisciplinary collaboration.



He has worked in the Computer Science department at North Carolina State University since January 2006. Previously, he worked at Northwestern University and the University of Alberta. He completed his Ph.D. in Computer Science under the kind supervision of Dr. Larry Hodges at Georgia Tech's College of Computing and GVU Center.

Industrial Relations Chair

Laura Truțoiu

Laura Truțoiu is a Research Engineer in the Facebook Reality Labs. Her research is focused on building next generation spatial computing technology with an emphasis on projects that mix computer graphics, interaction, and human perception. Some of her notable prior work showcased the potential of enabling face-to-face communication in head-mounted displays and realistic facial animations for avatars. She holds a Ph.D. from the Robotics Institute at Carnegie Mellon University, where she worked on perceptually valid facial animation.



Truțoiu has conducted research in several industry research labs, including Magic Leap's Advanced Technology Lab in Seattle, Disney Research in Pittsburgh, Industrial Light and Magic in San Francisco, and the Max Planck Institute for Biological Cybernetics in Tuebingen, Germany. She's originally from Romania, and she graduated Magna cum Laude with a BA in Computer Science from Mount Holyoke College. Truțoiu has been part of the IEEE VR community since she attended her first conference in 2005, and in her role as industrial relations chair, she's keen to bridge the industry and academic research communities.