

# Christopher B. Rooney PhD BSc (Hons)

## Employment

Senior Research Fellow, Middlesex University, August 2014 to present.

Post-doctoral Researcher, Middlesex University, March 2010 to July 2014.

PhD Candidate (scholarship), University of Leeds, October 2006 to February 2010.

Temporary Service Manager, Siemens Traffic Control, July 2005 to September 2005.

Student Programmer, Serco Integrated Transport, July 2004 to June 2005.

## Qualifications

PhD, University of Leeds, 2012.

Thesis title: Interaction with High Resolution Wall-Size Displays.

BSc Computing (Industry), First class, University of Leeds, 2006.

Final year project: Interaction using Gaze Direction.

## Computing Skills

**Programming Languages:** Java, R, Javascript, C#, SQL, C++ (inc. OpenGL), and Python.

**Programming Environments:** Eclipse (inc. Android development), Unity 3D Game Engine, R-Studio, Visual Studio, Processing, Vi.

**Web Management:** I have developed and manage several websites including Chamber Interactive (<http://www.chamberinteractive.com>), the FP7 CRISIS project (<http://www.crisis-project.eu>), the 2013 Powerwall workshop (<http://www.powerwall.mdx.ac.uk/>), and my own VPS where I operate several WordPress installations (<http://www.chrisrooney.co.uk>).

**Operating Systems:** I manage two Ubuntu Linux servers and a Windows server, and mostly develop on OS X.

**Applications:** Microsoft Office Suite, GIMP (open source image manipulation tool), iMovie, Latex, git.

## Responsibilities

**User Interface Coordinator, FP7 VALCRI Project, November 2014 to present** - In this role I lead the design and development of the user interface for the VALCRI system, which requires coordination across ten European partners.

**Games Development Module Leader, September 2016 to Present** - I have been teaching first-year undergraduates how to develop games using Unity3D as part of a video game design course.

**R Course Leader, January 2015 to June 2016** - I created and presented the material for an interactive course in using the statistical computing software R, which runs as part of an MSc module in Probability and Stochastic Modelling (<http://r.chrisrooney.co.uk/MS04311/>).

**Technical Coordinator, FP7 CRISIS Project, July 2012 to October 2013** - I managed the integration of the different software modules developed across Europe that were brought together to form the CRISIS training system.

**Project leader of the MDX Powerwall Display project** - Responsibilities included designing its construction, costing the hardware, commissioning a custom-built stand, and installing and developing software.

## Professional Development

Organised a workshop on Visual Analytics at the South East Asian Network of Ergonomics Societies, Singapore, November 2014.

edX 12 week course, 6.01x: Embedded Systems - Shape the World, provided by The University of Texas, May 2014.

Coursera 6 week course, Algorithms: Design and Analysis, provided by Stanford University, March 2013.

Coursera 8 week course, Data Analysis, provided by The Johns Hopkins University, March 2013.

Attended the ACM SIGCHI Symposium on Engineering Interactive Computing Systems, Duisburg, Germany, June 2015.

Attended the IEEE VIS 2014 Conference, Paris, France, November 2014.

Attended the ACM SIGCHI Conference on Human Factors in Computing Systems in 2013 (Paris, France), 2012 (Austin, Texas), 2011 (Vancouver, Canada), and 2008 (Florence, Italy).

Attended the Human Factors and Ergonomics Society Annual Meeting, Boston, USA, October 2012

Planning your Life and Research Career Conference, Leeds, June 2009.

Teaching and Marking training course, Leeds, October 2007.

City and Guilds Visual Basic Programming Levels 1 & 2 and C++ Programming Level 2 (2001).

## Highlighted Publications

Beecham.R., **Rooney, C.**, Meier, S., Dykes, J., Slingsby, S., Turkay, C., Wood, J. & Wong, W. (2016) Faceted Views of Varying Emphasis (FaVVEs): a framework for visualising multi-perspective small multiples, *Computer Graphics Forum*, 35(3), pp.241-249.

**Rooney, C.** and Ruddle, R. (2015) HiReD: a high-resolution multi-window visualisation environment for cluster-driven displays. In *Proceedings of the 7th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS '15)*. ACM, New York, NY, USA, pp.2-11.

**Rooney, C.**, Attfield, S., Wong, B.L. W., & Choudhury, S. (2014) INVISQUE as a Tool for Intelligence Analysis: The Construction of Explanatory Narratives. *International Journal of Human-Computer Interaction*, Taylor & Francis, Vol. 30, Iss. 9, 703-717.

Kodagoda, N., Attfield, S., Wong, B.L. W., **Rooney, C.**, & Choudhury, S. (2014). Using Interactive Visual Reasoning to Support Sense-Making: Implications for Design. *IEEE Transactions on Visualization and Computer Graphics*, vol.19, no.12, pp.2217-2226.

**Rooney, C.** & Ruddle, R. (2012). Improving window manipulation and content interaction on high resolution, wall-sized displays. *International Journal of Human-Computer Interaction*, Taylor & Francis, Vol. 28, Iss. 7.

Xu, K., **Rooney, C.**, Passmore, P., Ham, D. & Nguyen, P., (2012). A User Study on Curved Edges in Graph Visualization. *IEEE Transactions on Visualization and Computer Graphics*, vol.18, no.12, pp.2449-2456.

Kodagoda, N., Wong, B.L. W., **Rooney, C.**, & Khan, N. (2012). Interactive visualization for low literacy users: from lessons learnt to design. In *Proceedings of the 2012 ACM annual conference on Human Factors in Computing Systems (CHI 12)*. ACM, New York, NY, USA, 1159-1168.

## Presentations

As well as frequently presenting at University seminars and project consortium meetings, I have also presented at the following:

Symposium on Engineering Interactive Computing Systems, Duisburg, Germany, June 2015. Presentation of conference paper.

South East Asian Network of Ergonomics Societies, Singapore, November 2014. Presentation of conference paper.

Human Factors and Ergonomics Society Annual Meeting, Boston, October 2012. Presentation of conference paper.

Environment 2009 - Post Graduate Conference, Faculty of Environment, University of Leeds, July 2009. Award for ITS Best Oral Presentation.

The 6th Theory and Practice of Computer Graphics Conference, Manchester, June 2008. Presentation of conference paper.

Make Some Noise, Faculty of Engineering Research and Public Engagement Festival, University of Leeds, July 2008. 1st prize for Best Presentation.

Last updated: September 18, 2017