

Computer Science Comps Gala

Saturday, March 4, 2017

	Weitz 236	Weitz Cinema
8:30AM		<i>Lightning Introductions (all groups)</i>
9:30AM	<p><i>Where The Rubber Meets The Code: Autonomous Vehicle Development in a Simulated Environment</i> Tom Choi, Ruyi Shen, Ben Withbroe, Will Richards, Kirsten Baker</p>	<p><i>Augmented Reality: Characters, Corners, and Crystals</i> Abha Laddha, Sabastian Mugazambi, Simon Orlovsky, Joshua Pitkofsky, Thomas Redding, Frederik Rønn Stensæth</p>
10:30AM	<p>Intelligent User Interfaces Projects <i>GoScenic: A Navigation System Enhancing Visual Experience</i> (10:30am) Emily Kampa, Evie Rosenberg, Allie Warren, Phoebe Wooldridge</p> <p><i>AccuRate: iPhone Heart Rate Monitor</i> (11:10am) Renzhi Wu, Lucy Lu, Aidan Holloway-Bidwell, Grant Terrien</p>	<p><i>Puzzle Producer</i> Dylan Forbes, Isaac Garfinkle, Reilly Hallstrom, Mica Mantilla, Kai Pei, Eric Walker</p>
11:30AM	<p><i>Mytinerary: Interactive Sightseeing for Lazy Travelers</i> (11:50am) Tristan Leigh, Caleb Braun, Hailey Jones, Jonah Tuchow</p>	<p><i>Reading Users' Preferences: Computerized Book Recommendation</i> Jinny (Eunjin) Cho, JordiKai K. Watanabe-Inouye, Ryan Gorey, Shatian Wang, Sofia Serrano</p>
12:30PM	<i>Lunch in Weitz Commons</i>	
1:45PM	<p><i>AlgeBar: A Visual Problem-Solving App</i> Meg Crenshaw, Marco Dow, Brynna Mering, Sam Neubauer, Zoe Peterson, Wanchen Yao</p>	<p><i>Making Your Advisor Obsolete: A Dialogue System</i> Charlie Enriquez-Sarano, Tore Banta, Ryan Saeta, Alex Mathson, Sam Boswell, Aditya Subramanian</p>
2:45PM	<p><i>Fast and Futuristic: Intersection Management and Lane Navigation for Autonomous Vehicles</i> Bowman Brown, Tao Liu, Elliot Mawby, Kiet Tran, Josh You</p>	<p><i>Fix My Bug: Solving Compile Errors Using IDE Data</i> Joe Adkisson, Jamie Emery, Zack Considine, Alex Griese, Danny Leal, Michael Stoneman</p>
3:45PM		<p><i>Prairie: A Game Development Toolkit for Historians</i> Caitlin Donahue, Graham Earley, Charlie Imhoff, Matt Javalay, Brennan Kuo, and Chris Shoemaker</p>