



Mona Kasra
Candidate for Director A

It's been a privilege to serve as EC Director for the past three years. I'm proud of what we've accomplished, but I know we have more to do.

As the pandemic precluded usual in-person gatherings and conventions, the EC prioritized building year-round online events and experiences to support publishing, collaborating, and staying connected. I believe we must now apply what we learned to create richer in-person events and keep connected with remote colleagues. Combining in-person and online activities effectively will not be simple. If re-elected, I plan to make this a key focus of my second term.

I will also remain committed to my long-term objective of cultivating digital arts at SIGGRAPH. In my first term, I worked with the ACM SIGGRAPH Digital Arts Chair to establish a new partnership with The Proceedings of the ACM in Computer Graphics and Interactive Techniques (PACMGICIT) to publish an annual Special Issue on SIGGRAPH Art Papers. The first issue was published in July 2021. The journals will be available through the ACM Digital Library.

I'm committed to helping the organization develop strategic plans for the future. I have confidence that my skills, background, and experience as a former conference chair and director will allow me to continue serving our members and community.

BIOGRAPHY

Mona Kasra is a new media artist, interdisciplinary scholar, and Associate Professor of Digital Media Design at the University of Virginia. Her practice-based research questions, critiques, and experiments with the affordances of media technologies within artistic forms and in a variety of improvisational framings. Mona's work has been exhibited widely in galleries and film festivals across the US and worldwide, and she has juried, curated, and programmed for exhibitions, film festivals, and conferences. Her recent virtual reality piece *Dwelling in the Enfolding* (2021), in collaboration with composer Matthew Burtner, was exhibited at the Anchorage Museum of Art and ACM SIGGRAPH Digital Arts Community (DAC) Exhibition *The Earth, Our Home: Art, Technology, and Critical Action*.

Over the past decade, she has served the organization in different capacities, including ACM SIGGRAPH Conference Chair (2016), Art Gallery Chair (2011), SIGGRAPH Conference Advisory Group Committee Member (2014-2018), SIGGRAPH Arts Advisory Chair (2018-2019), and EC Director (2019-2022).

Mona was born in Tehran, Iran. She holds an MFA in Video Digital Art and a Ph.D. in Arts and Technology.



Kevin McNulty
Candidate for Director A

I am truly honored to be considered for a Director position on the SIGGRAPH Executive Committee.

I was introduced to ACM SIGGRAPH and the conference while in graduate school. My classmates and I took a leap of faith and went to our first SIGGRAPH in 2001. I was blown away, not just by all the innovation and new tech, but also by the overwhelming sense of community. A *passionate* community. A community that was welcoming to newcomers with open arms. Even though it was new, it felt like home.

I've been imparting ACM SIGGRAPH's passion and community to my students and universities for nearly 20 years. Now my goal is to broaden that. One of my major initiatives will be to help grow more enthusiasm, participation, and membership among students *and* their educators. About a year ago, there was a brief spark of a collaboration between Education, the PSCC, SVs, and the CAF. These four entities, if properly marketed together, can have a direct impact on long-term involvement from educators and students. I want to further develop this into something that can truly show the benefits of being a part of this amazing community.

I've worked hard helping to cultivate thriving ACM SIGGRAPH communities at the universities I've been a part of, and I promise to put that same passion and energy into this position.

BIOGRAPHY

Academic Background

MFA in 3D Animation - Rochester Institute of Technology, Rochester, NY (2006)

BA in Studio Art & Mass Communication - SUNY Geneseo, Geneseo, NY (1999)

Professional Experience

Animation Program Coordinator/Associate Professor – Middle Tennessee State University (MTSU), Murfreesboro, TN (2010 – Present)

Computer Art Program Director/Assistant Professor – University of Saint Francis (USF), Fort Wayne, IN (2007-2010)

Assistant Professor in 3D Animation – Ashford University, Clinton, IA (2002-2007)

Professional & Personal Interests

Film, television, games, storytelling, filmmaking, character animation, curriculum development

ACM SIGGRAPH Activities

Student Chapters Liaison, Professional and Student Chapters Committee (2020-Present)

Chapters Liaison, Education Committee (2020-Present)

Communications Director, Education Committee (2017-2020)

SIGGRAPH Conference Booth Manager, Education Committee (2014-2017)

Faculty Submitted Student Work Exhibition Curator, Education Committee (2012-2018)

Faculty Advisor, MTSU ACM SIGGRAPH Student Chapter (2012-Present)

Faculty Advisor, University of Saint Francis ACM SIGGRAPH Student Chapter (2007-2010)



Shi-Min Hu
Candidate for Director B

Research in computer graphics has expanded through new technologies such as deep learning, and has wide applications in diverse areas, such as robotics, synthetic materials, digital twinning, smart cities, gaming, 3D printing, health, etc. I believe that SIGGRAPH must adapt its technical paper program to promote truly innovative ideas and new areas, ensuring that SIGGRAPH remains the most successful conference in computer graphics and beyond. SIGGRAPH should establish new strategies to simultaneously maintain its leadership while embracing emerging interdisciplinary topics. I would encourage it to build better bridges with related communities, and I will strive to promote activities and encourage policies that will realize such a vision and put it into practice.

As graphics is growing significantly in Asia, South America, etc., I believe it needs to increase the diversity of participation in SIGGRAPH conferences. It also needs to get the younger generation excited about this field, by taking innovative approaches to the way conferences are organized and presented, taking full advantage of progress in telepresence and virtual reality. As the Chair of Asiagraphics (AG) and the Vice President of the China Computer Federation (CCF), if I am elected, I will further help to foster collaboration between AG, CCF, and ACM SIGGRAPH.

BIOGRAPHY

Shi-Min Hu is a Professor in the Department of Computer Science and Technology at Tsinghua University, China. He received his PhD in Mathematics from Zhejiang University in 1996 and was a post-doctorate at Tsinghua University until 1998. His areas of interest span a wide variety of topics in the fields of computer graphics, image and video processing, Virtual Reality and computer vision. His recent work mainly involves deep neural networks and their applications to graphics and vision. He has (co-)authored over 200 papers, with over half published in top conferences and journals such as

ACM SIGGRAPH, ACM SIGGRAPH ASIA, IEEE CVPR, ACM TOG, IEEE TVCG, and CAD.

He is currently the Editor-in-Chief of Computational Visual Media, and on the Editorial Boards of Computer Aided Design and Computer & Graphics. He has served as associate Editor-in-Chief of IEEE TVCG and the Visual Computer.

He served as a paper committee member for ACM SIGGRAPH ASIA in 2011 and 2014-2016, and the vice conference chair in 2016. He has been the Vice President of the China Computer Federation since 2021, and is currently the Chairman of ASIAGRAPHICS, a professional organization for the Asian computer graphics and interactive technology research community.



Victor Zordan
Candidate for Director B

I have been a long-time advocate for SIGGRAPH, and I am honored to be nominated as a candidate for the EC. I embrace the broadest definition of how SIGGRAPH can impact its community as a lifetime career partner for technologists and artists in academia and in industry. I hope to strive to build better ties between community members as well as with other related communities.

As an EC member, two goals stand out of interest to me. The first is to continue to increase diversity, equity, and inclusion, working to equalize and provide opportunities to minimize bias due to race, gender, sexual orientation, age, and ability. I have worked in several capacities on this front over the years, and I see this as a time for the organization to take tremendous strides with proper leadership and volunteerism.

Second, in the wake of radical steps toward remote communication, I wish to explore support for micro-cultures and specialized interests of members around the globe. Namely, I aim to advocate for SIGGRAPH to develop mechanisms for search and participation in sub-communities through year-round activity and persistent presence. In this, I aim for SIGGRAPH to become a conduit for creativity and innovation through the long tail of varied foci of our members.

BIOGRAPHY

Victor has been a graphics researcher and SIGGRAPH attendee since the mid 90's, with interest in character animation, physical simulation, and interfaces. Following a twenty-year career as a faculty member, most recently at Clemson University where he remains as an adjunct professor, Victor has recently joined Roblox Research in support of the upcoming efforts in the research and development of the (next) metaverse - while continuing to be an active member of the graphics community.

Through the decades, Victor has supported his specific research communities through conference organization, review and steering committee support, program service, and acting as the official liaison for SIGGRAPH's specialized conferences. He has increased his service in support of the general SIGGRAPH community by acting as the inaugural editor in chief for the Proceedings of ACM in Computer Graphics and Interactive Techniques (PACMCGIT) and by volunteering for the EC Strategy Committee for Nurturing Communities over the past years.



Eakta Jain
Candidate for Director C

In 2022, it will be fifteen years since my first SIGGRAPH. I have participated in the SIGGRAPH community as a technical paper presenter, papers program committee member, Frontiers workshop presenter, as conference chair and technical program chair of specialized conferences. I have engaged with the community in year-round SIGGRAPH activities such as Conversations and Podcasts. I am a moderator for the graphics-worldwide mailing list. In each of these roles, my philosophical position has been to create opportunity for broader participation, expand to new communities and new technical areas, and experiment with new models for engagement.

In order to continue to be vibrant and relevant, the SIGGRAPH community needs to rise to meet two key challenges: one, to balance in-person engagement with online activity, and two, to broaden its umbrella to engage with adjacent intellectual communities in areas of social importance. I am well-positioned to help SIGGRAPH navigate our new reality. I have now been at the helm of two conferences that were held online due to the pandemic. We have learned lessons on what works and what does not, both from the conference perspective, and also from the organizational work and strategy meetings perspective. In terms of engaging with areas of social importance, in my own research, my students and I have investigated privacy risks to users created by large-scale use of mixed reality headsets and discussed this work at IEEE VR and SOUPS. SIGGRAPH has numerous opportunities, for example, through Frontiers workshops and Conversations, to lead discussions with adjacent intellectual communities and thus enrich our research and practice.

BIOGRAPHY

Eakta Jain is an Associate Professor of Computer and Information Science and Engineering at University of Florida. She received her PhD and MS degrees in Robotics from Carnegie Mellon University and her B.Tech. degree from IIT Kanpur. She has industry experience from Texas Instruments R&D labs, Disney Research Pittsburgh, and the Walt Disney Animation Studios. Dr. Jain is interested in user modeling, with particular interest and expertise in visual attention and perception. Her areas of work include graphics and virtual reality, generation of avatars, and human

factors. Dr. Jain served as the Technical Program Chair for ACM Symposium on Eye Tracking Research and Applications (2020) and the ACM/Eurographics Symposium on Applied Perception (2021). She currently leads the human factors group at the University of Florida Transportation Institute. Her research group has been funded through faculty research awards from Facebook/Oculus and Google/YouTube, federal funding from NSF and NIH, and state funding from the Florida Department of Transportation.



Victoria Rege
Candidate for Director C

I've had the great pleasure to attend and volunteer at SIGGRAPH conferences since 2010. Participating in SIGGRAPH is an incredibly unique experience that sits at the intersection of computer graphics, art, and cutting-edge research technology.

With a seat on the Executive Committee, I will drive the expansion of the membership of ACM SIGGRAPH and forge new partnerships to help the conference grow and expand. As a previous sponsor, with a background in events and experience working closely with academia, students, and new graduates, I bring a varied perspective. As technology shifts continue to happen across the industry, the organization and conference must continue to innovate along with it.

If elected, I will work across all the committees that exist within SIGGRAPH to identify points of connection, explore ways to grow our membership, and bring new opportunities to both the conference and the organization.

BIOGRAPHY

Victoria Rege is currently Senior Director, EMEA Marketing at DataRobot and a Limited Partner in Air Street Capital. She has over 14 years of experience in the technology space. Before DataRobot, she held leadership positions at Graphcore and NVIDIA including partnerships and alliances, product management, marketing, and the founding of the GPU Technology Conference. Victoria is an active member and advisor of the Consumer Technology Association's AI Working Group, the AI Hardware Summit, and the AI Committee for the Grace Hopper Celebration. Her volunteer contribution to SIGGRAPH includes serving on the International Resources Committee for several years and serving as Immersive Pavilion Chair at the 2019 SIGGRAPH Conference. She is a graduate of the University of Rhode Island, with a Bachelor's in Public Relations and French, and a minor in Leadership.

Cheers,
Victoria