PRAIRIE VIEW A&M UNIVERSITY

Curriculum Vitae

Faculty Name:	Yonggao Yang	**Work Address:**	P.O. Box 519; MS 1060
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Education:	Degree and Area of Study	Institution Name	Degree Date
	Ph.D., Information Technology (CS track)	George Mason University	May 2002
	Ph.D., Electrical Engineering	Southwest Jiaotong University	May 2007
	MS., Computer Application	Southwest Jiaotong University	July 1987

Teaching Experience	Position Title	Institution Name	Position Dates (Beginning and End)
	Professor	Prairie View A&M University	9/2004 -- present
	Associate Professor	Prairie View A&M University	9/2008 – 8/2004
	Assistant Professor	Prairie View A&M University	8/2002 – 8/2008
	Lecturer/Assistant Professor	Southwest Jiaotong University	9/1987 – 7/1998

Professional Publications:

David Zhou, Y. Yang, and H. Yan, "A Smart Virtual Eye Mobile System for the Visually Impaired", *IEEE Potentials*; Accepted for publication, 10/26/2015.

Y. Yang, etc., "Design and Implementation of a Remote Resident Power Monitor and Control System," *IEEE Potentials; July/August 2015, Vol.34, No.4, pp.19-23.*

Y. Yang and L. Li, "Design and Implement a Smart e-Receptionist," *IEEE Potentials*, Vol. 32, No. 4, July/August 2013, pp. 22-27.

Y. Yang, X. Wang, and L. Li, "Use Mobile Devices to Wirelessly Operate Computers," *International Journal of Technology and Human Interaction (IJTHI),* Vol. 9, No. 1, January-March 2013, pp. 64-77.

Y. Yang and L. Li, "Turn Nintendo Wiimote into Handheld Computer Mouse," *IEEE Potentials*, Vol. 30, No. 1, Jan/Feb 2011, pp.12-16.

Jian-ao Lian and Y. Yang, "A New Cross Subdivision Scheme for Surface Design," *Journal of Mathematical Analysis and Applications*, Vol. 374, Issue 1, February , 2011, pp. 244-257.

Y. Yang and J. Lian, "Make 3D Object Surfaces Smoother: Two New Interpolating Subdivision Schemes," *IEEE Computing in Science and Engineering, May/June* 2010, pp. 44-50.

Y. Yang, A. Lodgher, and S. Xing, "Bring Rigid Bodies to Life," *IEEE Potentials,* Vol. 26, No. 5, Sep./Oct., 2007, pp. 26-31.

Y. Yang, A. Lodgher, and W. Zhang, "Reconstruct 3D Objects from 2D Boundaries," *IEEE Potentials,* Nov./Dec., 2006, pp. 8-13.

Y. Yang and A. Lodgher, "Use 3D Graphics Learning Environment to Help Comprehend Non-Intuitive Concepts," *Computers in Education Journal*, Vol. XVI, No. 4, October/December 2006, pp.51-57.

Y. Yang, M. Beheshit, and X. Wang, "Blurry When Wet: Animating Raindrop Behavior," *IEEE Potentials*, August/September 2005, pp. 33-36.

Y. Yang, J. Chen, and M. Beheshit, "Nonlinear Projections and Magic Lenses: 3D View Deformation," *IEEE Computer Graphics & Applications*, Vol. 25, No. 1, Jan./Feb., 2005, pp.76-84.

Y. Yang and J. Chen, "Real-Time Simulation: Water Droplets on Glass Windows," *IEEE Computing in Science and Engineering,* Vol. 6, No.4, July/August 2004, pp. 69-73.

Y. Yang and J. Chen, "Gene Expression Clustering and 3D Visualization," *IEEE Computing in Science and Engineering,* Sep./Oct., 2003, pp. 37-43.

Y. Yang and J. Chen, "Nonlinear Projection: Using Deformations in 3D Viewing," *IEEE Computing in Science and Engineering*, Vol. 5, No.2, March/April 2003, pp. 54-59.

Y. Yang and J. Chen, "Rendering Avatars in Virtual Reality: Integrating 3D Model with 2D Images," *IEEE Computing in Science and Engineering,* Vol. 4, No. 1, Jan/Feb 2002, pp. 86-91.

J. Chen, Y. Yang, and X. Wang, "Physics-Based Modeling and Real-time Simulation," *IEEE Computing in Science and Engineering*, Vol. 3, No. 3, May/June 2001, pp. 98-102.

Y. Yang and J. Chen, "3D Graphics Formats and Conversions," *IEEE Computing in Science and Engineering*, Vol. 2, No. 5, September/October 2000. pp. 82-87.

Additional Trainings/Skills: None