CG&A Welcomes New Editorial Board Members

Diego Gutierrez is an associate professor of informatics and systems engineering at Universidad de Zaragosa. His research interests include graphics, perception, and computational photography. Gutierrez has a PhD in computer science from Universidad de Zaragosa. He’s a member of the ACM and IEEE. Contact him at diegog@unizar.es.

Olga Sorkine is an assistant professor of computer science at ETH Zurich. Her research interests include theoretical foundations and practical algorithms for digital-content-creation tasks, such as shape representation and editing, artistic modeling techniques, computer animation, and digital image and video manipulation. She also works on fundamental problems in digital geometry processing, including surface parameterization and compression of geometric data. Sorkine has a PhD in computer science from Tel Aviv University. Contact her at sorkineo@ethz.ch.

Luiz Velho is a full professor at Instituto Nacional de Matemática Pura e Aplicada (Brazil) and is the Visgraf Laboratory’s leading scientist. His research interests are computer graphics modeling, rendering, imaging, and animation. Velho has a PhD in computer science from the University of Toronto. Contact him at lvelho@impa.br.

Pak Chung Wong is a chief scientist and project manager at the Pacific Northwest National Laboratory. His research interests include visual analytics, visualization, extreme-scale data analytics, graph analytics, and multimedia analytics. Wong has a PhD in computer science from the University of New Hampshire. Contact him at pak.wong@pnl.gov.