

Tony Morelli
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Reno, NV 89503
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EDUCATION

- PhD Computer Science and Engineering** December 2011
University Of Nevada - Reno
Dissertation – Non-Visual Natural User Interfaces
Adviser - Eelke Folmer
- Master of Science Computer Engineering** May 2007
University Of Nevada - Reno
Topic - Game Teleporter: A Development Tool For Everyone
Adviser - Dwight Egbert
- Bachelor of Science Electrical Engineering** May 1999
Purdue University
Senior Project - Interactive Storybooks for Children with Motor Impairments

TEACHING

- Truckee Meadows Community College** 9/2008 - 12/2008
CIT198B - Introduction To Game Programming
- Truckee Meadows Community College** 9/2007 - 5/2008
CS202 - Introduction to C++ Programming

WORK EXPERIENCE

- Bally Technologies** 7/1999 – 11/2011
Position - Platform Architect
Responsibilities - Develop new technologies for Class 2 and Lottery gaming markets
Other Positions Held - System Engineer, Firmware Engineer, Senior Firmware Engineer

JOURNAL PUBLICATIONS

- Improving the lives of youth with VI through exergames.** Tony Morelli, John Foley, Lauren Lieberman, and Eelke Folmer. INSIGHT: Research and Practice in Visual Impairment and Blindness, Volume 4, Number 4 pages 160-170 Fall 2011. Allen Press.

CONFERENCE PAPERS

- TwuiST: A Discrete Tactile-Proprioceptive Display for Eye and Ear Free Output on Mobile Devices,** Tony Morelli and Eelke Folmer, IEEE Haptics Symposium 2012
- Spatial Gestures using a Tactile-Proprioceptive Display.** Eelke Folmer and Tony Morelli, Tangible Embodied Interaction 2012
- Real-time Sensory Substitution to Enable Players who are Blind to Play Gesture based Video Games.** Tony Morelli and Eelke Folmer. Proceedings of Foundations of Digital Interactive

Games, Pages 147-153, Bordeaux France, June 2011.

Pet-N-Punch: Upper Body Tactile/Audio Exergame to Engage Children with Visual Impairments into Physical Activity. Tony Morelli, John Foley, Lauren Lieberman and Eelke Folmer. Proceedings of Graphics Interface. Pages 223-230, St John Newfoundland. May 2011.

VI-Bowling: Tactile/Audio Motor Learning Exergame for Users who are Visually Impaired. Tony Morelli, Eelke Folmer. ACM ASSETS 2010

VI-Tennis: a Vibrotactile/Audio Exergame for Players who are Visually Impaired. Tony Morelli, John Foley, Luis Columna, Lauren Lieberman, Eelke Folmer. ACM Foundations of Digital Games 2010

Comparison Of Vibrotactile/Audio And Audio Cues While Playing An Exergame For Users Who Are Blind. John Foley, Eelke Folmer, Tony Morelli, Meghan Morningstar, Nicole Corcoran, Lauren Lieberman. 57th Annual Meeting and inaugural World Congress on Exercise is Medicine of the American College of Sports Medicine 2010

Haptic/audio based exergaming for visually impaired individuals. Anthony Morelli. ACM SIGACCESS Accessibility and Computing Issue 96 (January 2010) Pages: 50-53

Game Teleporter: A Development Tool For Everyone. Anthony Morelli, Dwight Egbert. Frontiers in Education 2007

Finding attack strategies for predator swarms using genetic algorithms. Ryan Leigh, Tony Morelli, Sushil Louis, Monica Nicolescu, Chris Miles. Congress on Evolutionary Computation 2005

WORKSHOPS

Whole body Exergaming for users who are Visually Impaired Impaired. Tony Morelli, Eelke Folmer. ACM CHI 2010

AWARDS

2010 da Vinci Award Finalist	9/2010
VI Fit	
Truckee Meadows Community College	5/2008
Excellence In Teaching - Computer Technologies	

ACTIVITIES

Toastmasters International	8/2008-Present
Committee Chairman – Sierra Sunrise Website	8/2009-Present
Officer - Sierra Sunrise Vice President of Membership	1/2012-Present
Officer - Sierra Sunrise Secretary	1/2011-1/2012
Officer - Sierra Sunrise Treasurer	1/2010-1/2011
Officer - Sierra Sunrise Sergeant At Arms	5/2009-12/2009