

Curriculum Vitae for Dr. Andrew Davison

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2. Education

<i>Year</i>	<i>Degree</i>	<i>Field</i>	<i>University</i>
1983	B.Sc (Hons)	Computing	UMIST, UK
1985	M.Sc	Computer Science	Lehigh, USA
1989	Ph.D	Computer Science	Imperial, UK

3. Teaching Experience

<i>Period</i>	<i>University</i>	<i>Position</i>
July 1991 – Sept. 1996	Melbourne Univ., Australia	Lecturer
Oct. 1996 – Sept. 1998	Prince of Songkla Univ., Thailand	Visiting Lecturer
Oct. 1998 – Dec. 1999	Asian Inst. of Tech., Thailand	Visiting Lecturer
Dec. 1999 – now	Prince of Songkla Univ., Thailand	Visiting Lecturer

I have also taught courses at Rangsit University (Thailand), Khon Kaen University (Thailand), and CSE-TC Hanoi (Vietnam).

Recent courses taught (2003-2008):

Computer Programming Techniques; Mathematics for Computer Engineering; Discrete Mathematics; Introduction to Java Programming; Advanced Data Structures and Algorithms; Client/Server Distributed Systems; Advanced UNIX Programming; Games Programming with Java; Compiler Structures; Java Technology and Applications (Masters level); Introduction to Java ME Programming (Masters level); Operating Systems. Various labs, including Prolog, Pattern Matching, Java 3D, JDBC, Scheme.

4. Supervision (2008-2009)

2 Masters students; 1 third year undergraduate.

5. Research Interests

- Scripting languages for 3D animated models;
- 3D virtual reality;
- Logic Programming and the Internet e.g. LogicWeb, secure Prolog based mobile code;
- Visualization e.g. timelines, perspective walls, browser summaries, database interfaces;
- Teaching methodologies.

6. Recent Publications (since 1998)

Loke, S.W., and Davison, A. 1998a. 'LogicWeb: Enhancing the Web with Logic Programming', *Journal of Logic Programming*, Vol. 36(3), September, pp.195-240.

Loke, S.W., and Davison, A. 1998b. 'Implementation of a System for Declarative Mobile Code and Web Querying', INAP'98: *11th Int. Conf. on Applications of Prolog*, Tokyo, September 14th-16th.

Davison, A. 1999. 'A Concurrent Logic Programming Model of the Web', PACLP'99: *The 7th Int. Conf. and Exhibition on the Practical Application of Constraints and Logic Programming*, London, UK, April.

Davison, A., and Loke, S.W. 1999. 'LogicWeb: Enhancing the Web with Logic Programming', Invited Talk at *International Workshop on Information Integration and Web-based Applications and Services*, Yogyakarta, Indonesia, November 15th-17th

Jirachiefpattana, A., Santhitham, D., Davison, A., and Jirachiefpattana, W. 1999. 'Logic Agents for Deductive Diary Database on the Web', NCSEC'99: *The 1999 National Computer Sci. and Eng. Conf.*, Bangkok, Thailand, December 16th-17th.

Davison, A. 2001. 'Enhancing VRML97 Scripting', *Euromedia'2001*, Valencia, Spain, April 18-20, pp.72-77.

Chochai, T. and Davison, A. 2001. "Teaching Distributed Programming Concepts using a Java and Logo-based Framework", IC'2001: *Proc. of the Int. Conf. on Internet Computing*, Las Vegas, USA, June 25th-28th, pp.311-316.

Davison, A. 2001. 'Logic Programming Languages for the Internet', Chapter in *Computational Logic: From Logic Programming into the Future*, Antonis Kakas, Fariba Sadri (eds.), Springer Verlag.

Loke, S.W. and Davison, A. 2001. "Secure Prolog Based Mobile Code", *Theory and Practice of Logic Programming*, Vol. 1, No. 3, May, pp.321-357.

Rattana, A. and Davison, A. 2001. "N-Sums: A Framework for Web-based Search Engines", IIWAS 2001: *The 3rd Int. Conf. on Info. Integration and Web-based Applications and Services*, Linz, Austria, September 10th-12th, pp.175-184.

Leemakul, B., Saeliw, P. and Davison, A. 2002. "Supporting the SBR Style of Web Usage", IC 2002: *Int. Conf. on Internet Computing*, Las Vegas, Nevada, USA, June 24th-27th.

Davison, A. 2004. "Incremental Rules for Growing Plants", *Euromedia 2004*, Hasselt, Belgium, April 19th-21st.

Davison, A. 2005a. *Killer Game Programming in Java*, O'Reilly Media, May. Web site: <http://fivedots.coe.psu.ac.th/~ad/jg/>

Davison, A. 2005b. "Playing Movies in a Java 3D World, Parts 1 and 2", Online at OnJava.com, June.

Davison, A. 2006a. "Searching Semi-structured Data Using Landmarks", *Euromedia 2006*, Athens, Greece, April 17th-19th.

Davison, A. 2006b. "The Myths (and Truths) of Java Games Programming" (Invited Paper), *Game'On 2006*, Braunschweig, Germany, November 29th - December 1st, and at *AGDS, the Asian Game Developers Summit*, Singapore, December 9th-10th.

Davison, A. 2007a. *Pro Java 6 3D Game Development*, Apress, April. Web site: <http://fivedots.coe.psu.ac.th/~ad/jg2/>

Davison, A. 2007b. "Notes on a JOGL Active Rendering Framework", *CyberGames 2007*, Manchester, UK, September 10th - 11th.

Lonapalawong, P. and Davison, A. 2007. "Improving Response Time in a Client/Server 3D Mobile Game", *CyberGames 2007*, Manchester, UK, September 10th - 11th.

7. Publication Totals (since 1991)

Books: 2; book chapters: 3; Journal articles: 4; referred conferences/workshops: 25; invited talks/tutorials: 7; magazine articles: 19; humorous books (edited): 1.