William Bricken

Dr. Bricken has spent over 20 years developing the tools and techniques of boundary mathematics. Most recently he co-founded a company to develop innovative software for semiconductor optimization. He has published widely in the fields of artificial intelligence, virtual reality, and education. Bricken was an Assistant Professor of Computer Science and Software Engineering at Seattle University from 1996 to 2001 where he led the Master's of Software Engineering Program; Research Associate Professor of Education and Research Associate Professor of Industrial Engineering at the University of Washington; and the Principal Scientist of the Human Interface Technology Lab at the University of Washington, specializing in virtual reality design, software, and hardware technologies, from 1990 to 1994.

Bricken has held high-profile industrial research positions including consulting for Paul Allen's Interval Research Corporation from 1993 to 2000; a Distinguished Fellow and Director of the Research Lab at the computer-aided design industry leader Autodesk, where his team built one of the first immersive VR systems; Principal Research Scientist at Advanced Decision Systems, which contracted to the US Department of Defense for artificial intelligence research; and a Wizard at Atari Sunnyvale Research Lab, exploring advanced concepts in gaming. UCLA, B.A., Social Psychology; Monash Teachers College, Melbourne, Australia, Diploma of Education; Stanford University, M.S., Statistics; Stanford University, Ph.D., Mathematical Methods of Research, 1987.