

Corey Toler-Franklin - Biosketch

Corey obtained a Bachelor of Architecture degree from Cornell University. Her undergraduate thesis design project was An On-site Museum of Oral History, in Nassau, Bahamas. She was awarded The Eschweiler Prize for outstanding academic accomplishments. Corey obtained a Master of Science degree from the Cornell University Program of Computer Graphics. Her graduate thesis project, A Computer-Based Approach to Teaching Architectural Drawing, received the Shreve Award for excellence and originality. After leaving Cornell, Corey spent six years working in industry. As a Software Engineer on the 3D Graphics Team at Autodesk Inc., in San Francisco, CA, she was responsible for implementing platform enhancements to the 3D Graphics System of AutoCAD. Corey was awarded the Autodesk 2002 Software Developer Award for her contribution to AutoCAD 2002. While at Autodesk, Corey had a unique opportunity to lead pilot project between Autodesk and two international architecture firms, HOK and Gensler. She worked with executives within the architecture firms and Autodesk to encourage the adoption of new technologies and to improve software solutions for design industries. Currently, Corey is pursuing a PhD in computer science at Princeton University. Her research interests include Computer Graphics and Vision. In particular, she is interested in advancements in Non-Photorealistic rendering techniques and their application in the Architecture Engineering and Construction Industry. In 2005, Corey received the National Science Foundation (NSF) Graduate Research Fellowship. She was also awarded the Presidential Fellowship, from Princeton University and a Merit Award from the Computer Science Department at Princeton. When she is not working, Corey enjoys the outdoors, especially long hikes. She also enjoys playing the piano, painting and writing poetry.