

Bryant W. York

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In addition to his current membership on the Education and Human Resources Advisory Committee, Dr. Bryant York has been quite active in service to the Computing and STEM Education communities over the years. He served on the National Science Foundation's Advisory Committee for the Computer Information Science and Engineering Directorate under four different directors (1992-1998, 2002-2006); served on the Computing Research Association's (CRA) Board of Directors; served in a number of capacities for the Association for Computing Machinery (ACM) – notably, the ACM Education Board; and has been a founding member of several organizations devoted to broadening participation in computing disciplines – African American Scholars for Citizenship and Community (AASCC), the Institute for African American eCulture (IAAeC), the Coalition to Diversify Computing (CDC), and the Center for Minorities and persons with Disabilities in Information Technology (CMD-IT). In recognition of his contributions over the years, Dr. York was named a Fellow of the ACM; presented the A. Nico Habermann award for outstanding contributions to diversifying computing and the first Richard A. Tapia award for Scientific Scholarship, Civic Science, and Diversifying Science. He has been named one of the top 50 African Americans in computing several times in the past ten years.

Dr. York brings a wealth of experience - academic, industrial and governmental - to his current position at Portland State University. He was a researcher at IBM Research Labs and Digital Equipment Corporation for several years before coming to academia. In addition to his 26 years in academia, Dr. York spent a year as a federal program director at the National Science Foundation.

His research specialty for many years has been the design of parallel and distributed algorithms for large-scale scientific computations. In recent years he has returned to some earlier work in Artificial Intelligence (AI). In his adaptive learning lab, he and his students are integrating machine learning, data mining and traditional AI techniques to understand aspects of human cognition in relation to how students learn through games.