

Dr. Bruce R. Maxim is Professor of Computer and Information Science and the Narasimhamurthi “Nattu” Natarajan Collegiate Professor of Engineering at the University of Michigan - Dearborn. His research interests include software engineering, user experience design, serious game development, virtual reality, social media, artificial intelligence, and computer science education. He has published several papers on the animation of computer algorithms, software quality assurance, game development, and educational computing applications. He is co-author of a best-selling introductory computer science text and the world's most popular software engineering text. He has served as co-editor of three collections of software engineering research papers. His recent research activities have been in the areas of serious game development, software analytics, and engineering education.

Dr. Maxim is the architect of the ABET accredited Computer Science curriculum and the ABET accredited Software Engineering curriculum at the University of Michigan-Dearborn. He is creator of 28 Computer and Information Science courses dealing with software engineering, game design, artificial intelligence, user interface design, web engineering, software quality, and computer programming. He also serves as the faculty advisor to the local computing honor society (Upsilon Pi Epsilon), (Game) Developers of Dearborn, and the student chapter of the Google Developer Student Club.

Prior to coming to the University of Michigan - Dearborn, Dr. Maxim's professional experience included managing research information systems at a medical school, directing instructional computing activities for a medical campus, and working as a statistical programmer in a department of epidemiology. He served as the chief technology officer for a game development company. He was the recipient of several distinguished teaching awards, a distinguished faculty governance award, and distinguished service awards.