Zach Cutler

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Education

PhD in Computer Science, University of Utah — 2023 – Present
PhD in computer science with Dr. Alexander Lex and Dr. Andrew McNutt

BS / MS in Computer Science, University of Utah — 2016 – 2021
Major in computer science with minor in Cognitive Science

Awards and Honors

Best Paper Award, IEEE VIS, for the reVISit 2 paper (top 5 of 537 submissions) — 2025

CSGrad4US Graduate Fellowship, NSF — 2023

Kahlert Fellowship, University of Utah — 2023

Professional Appointments

Research Assistant, University of Utah — 2023 – Present
Visualization Design Lab | PI: Dr. Alexander Lex, Dr. Andrew McNutt

- Designed and developed reVISit 2, a user study framework.
- Designed, ran and analyzed multiple user studies, investigating crowdsourced think-alouds and visualization literacy. Also replicated three published user studies for reVISit 2.

Research Intern, Tableau — Summer 2026
Seattle, WA | Mentors: Dr. Vidya Setlur, Dr. Arjun Srinivasan

- Led a project to design novel tools for extracting and visualizing high-level user intent from low-level interaction provenance data.

Software Developer, Datavisyn — 2021 – 2023
Linz, Austria

- Designed and developed multiple applications used by leading pharmaceutical companies.
- Re-designed company's flagship product from ground up.
- Created custom data visualization approaches for various drug development problems.

Research Assistant, University of Utah — 2020 – 2021
Visualization Design Lab | PI: Dr. Alexander Lex

- Helped design and create tools used for academic research, including Trrack and Trrack-Vis.
- Assisted in the writing process for full length papers, short length papers, and blog posts.

Publications

1. **Zach Cutler**, Lily W. Ge, Matthew Kay, Lane Harrison, Andrew McNutt, Alexander Lex, Read, Critique, or Sketch? Investigating Alternative Visualization Literacy Assessment Modalities IEEE Transactions on Visualization and Computer Graphics (VIS), 2026, https://arxiv.org/abs/2608.00330.
   https://www.visdesignlab.net/publications/2026_vis_read-critique-or-sketch/

2. **Zach Cutler**, Jack Wilburn, Hilson Shrestha, Yiren Ding, Brian Bollen, Khandaker Abrar Nadib, Tingying He, Andrew McNutt, Lane Harrison, Alexander Lex, ReVISit 2: A Full Experiment Life Cycle User Study Framework IEEE Transactions on Visualization and Computer Graphics (VIS), 2025, https://doi.org/10.1109/TVCG.2025.3633896.
   ★ Best Paper Award · revisit.dev

3. **Zach Cutler**, Lane Harrison, Carolina Nobre, Alexander Lex, Crowdsourced Think-Aloud Studies SIGCHI Conference on Human Factors in Computing Systems (CHI), 2025 https://doi.org/10.1145/3706598.3714305.
   https://vdl.sci.utah.edu/publications/2025_chi_crowdaloud/

4. Maxim Lisnic, **Zach Cutler**, Marina Kogan, Alexander Lex, Visualization Guardrails: Designing Interventions Against Cherry-Picking in Interactive Data Explorers, SIGCHI Conference on Human Factors in Computing Systems (CHI), 2025, https://doi.org/10.1145/3706598.3713385.
   https://vdl.sci.utah.edu/publications/2025_chi_guardrails/

5. Kiran Gadhave, **Zach Cutler**, Alexander Lex, Persist: Persistent and Reusable Interactions in Computational Notebooks Computer Graphics Forum (EuroVis), 2024, https://doi.org/10.1111/cgf.15092.
   https://vdl.sci.utah.edu/publications/2024_eurovis_persist/ ·

6. Kiran Gadhave, **Zach Cutler**, Alexander Lex, Reusing Interactive Analysis Workflows Computer Graphics Forum (EuroVis), 2022, https://doi.org/10.1111/cgf.14528.
   https://vdl.sci.utah.edu/publications/2022_eurovis_reusing_workflows/ ·

7. Kiran Gadhave, Jochen Görtler, **Zach Cutler**, Carolina Nobre, Oliver Deussen, Miriah Meyer, Jeff Phillips, Alexander Lex, Predicting Intent Behind Selections in Scatterplot Visualizations IEEE Transactions on Visualization and Computer Graphics (VIS), 2021, https://doi.org/10.1177/14738716211038604.
   https://vdl.sci.utah.edu/publications/2021_ivi_intent/ ·

8. Carolina Nobre, Dylan Wootton, **Zach Cutler**, Lane Harrison, Hanspeter Pfister, Alexander Lex, reVISit: Looking Under the Hood of Interactive Visualization Studies SIGCHI Conference on Human Factors in Computing Systems (CHI), 2021, https://doi.org/10.1145/3411764.3445382.
   https://vdl.sci.utah.edu/publications/2021_chi_revisit/ ·

Workshop and Short Papers

1. Devin Lange, **Zach Cutler**, Maxim Lisnic, VisPubs Games: Joyful Discovery of Visualization Research(ers). alt.VIS, a workshop co-located with IEEE VIS, 2025, https://doi.org/10.48550/arXiv.2509.16427.
   https://games.vispubs.com/ ·

2. **Zach Cutler**, Kiran Gadhave, Alexander Lex, Trrack: A Library for Provenance-Tracking in Web-Based Visualizations IEEE Visualization Conference (VIS), 2020, https://doi.org/10.1109/VIS47514.2020.00030.
   https://vdl.sci.utah.edu/publications/2020_visshort_trrack/ ·

Teaching

CS 6630 — Vis for Data Science, University of Utah, Fall 2026
Teaching Assistant. Graduate visualization course focused on visualization research.

COMP 5960 — Applied Data Visualization, University of Utah, Fall 2024
Teaching Assistant. Graduate visualization course for non-CS majors.

CS 4400 — Computer Systems University of Utah, Fall 2019, Spring 2020
Teaching Assistant. Undergraduate course teaching low-level programming skills in C.

CS 3505 — Software Practice II University of Utah, Fall 2018
Teaching Assistant. Undergraduate course teaching software development skills in C++.

CS 1410 — Intro to Object Oriented Programming University of Utah, Spring 2018, Spring 2019
Teaching Assistant. Undergraduate course on introductory computer science concepts.