Empowering Women for High-Technology Careers:
A Panel Discussion

Moderated by Dr. Claire Mathieu, Professor of Computer Science

Wednesday, April 22, 2009, 7:30PM
CIT Building (115 Waterman Street), Third Floor Atrium

Rachel Barber
VP Technology, Gaming Solutions
GTECH Corporation
Rachel Barber possesses 17 years of global technology leadership in the Information Technology industry. Her focus has been in the Lottery and Gaming industry and her broad experience includes executive leadership of world-wide organizations responsible for product development, customer deployments of large scale software systems and infrastructure, professional services, technical sales and operational support. Rachel has a long history of achieving enormous operating efficiencies through off-shoring and multi-sourcing of engineering roles and deliveries, consolidation and creation of technology centers, process and quality improvements through the implementation of CMMI as well as hands on experience with mergers, acquisitions and company integration activities.

Galyn Susman ’86
Producer
Pixar Animation Studios
Galyn Susman joined Pixar Animation Studios in November of 1990, and worked on Pixar’s TV commercial production as technical director, animator, and producer. Her first work on a feature film was for Toy Story, where she modeled, shaded, and supervised lighting. She continued to model on A Bug’s Life, then served as supervising technical director on Toy Story 2 and as simulation and effects supervisor for Monster’s Inc. Most recently, Galyn was the associate producer for Ratatouille. Before arriving at Pixar, Galyn was conducting graphics research and development at Apple, where she was a part of the team that made a short film entirely on Macintosh computers.
Galyn is currently the producer for the DVD-Promo Department at Pixar, and oversees the production of the DVD bonus features and original animation promotional spots.

Dr. Sophie Vandebroek
Xerox Chief Technology Officer
President, Xerox Innovation Group
Dr. Sophie Vandebroek leads Xerox’s research centers around the globe. Previously, she was Chief Engineer of Xerox Corporation, a role in which she was responsible for coordinating Xerox’s engineering efficiency and effectiveness. During this period Xerox refreshed more than 95 percent of its product line and launched its flagship iGen3™ Digital Production Press.
Vandebroek is a Fellow of the Institute of Electrical & Electronics Engineers and served as an elected member on the IEEE Electron Devices Society Administrative Committee. She is also a Fulbright Fellow and a Fellow of the Belgian-American Educational Foundation. She holds 12 US patents. Vandebroek has received awards from Xerox, IBM, HP, Monsanto, the Belgium National Science Foundation, Semiconductor Research Corporation, IEEE, and Cornell University.

Hosted by: Women in Computer Science (WiCS), Graduate WiCS and the Department of Computer Science

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