

HALLEY P PROFITA, PhD

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EDUCATION

Ph.D.	Computer Science Concentration: Human-Centered Computing Advisors: Dr. Shaun Kane and Dr. Nikolaus Correll	University of Colorado Boulder Boulder, CO USA	2017
M.I.D.	Industrial Design Advisor: Dr. Ellen Yi-Luen Do	Georgia Institute of Technology Atlanta, GA USA	2011
B.S.B.A.	Management Science	University of Miami Coral Gables, FL USA	2008

THESIS

Ph.D.	Title Designing Wearable Assistive Computing Devices to Support Social Acceptability and Personal Expression Advisors: Dr. Shaun Kane and Dr. Nikolaus Correll University: University of Colorado Boulder	2017
M.I.D.	Title Social Acceptability of Wearable Technology Use in Public: An Exploration of the Societal Perceptions of a Gesture-Based Mobile Textile Interface Advising Committee: Dr. Ellen Yi-Luen Do, Jim Budd, and Clint Zeagler University: Georgia Institute of Technology	2011

WORK EXPERIENCE

HUMAN FACTORS DESIGN ENGINEER – APPLE, INC	2018 - PRESENT
<ul style="list-style-type: none">Design and execute study protocols for qualitative and quantitative researchConduct data analysis and produce data visualizationsWork cross-functionally with algorithm engineers, software developers, interaction/industrial designers, project managers, and prototypers to develop and refine sensor technology for a multitude of hardware product lines	
FOUNDER - ARTIFACT LABS, LLC	2017
<ul style="list-style-type: none">Artifact Labs specializes in research and development of wearable technology and novel sensing techniques to enhance activities of daily living	
USER EXPERIENCE RESEARCH INTERN - GOOGLE RESEARCH & MACHINE INTELLIGENCE	2016
<ul style="list-style-type: none">Devised a qualitative user study protocol comprised of scripts and questionnairesConducted user interviews and gained experience using video capture softwareConducted qualitative data analysis using an inductive approachParticipated in a week-long design sprint for product concept generation and prototype developmentDevised and conducted user studies for a product-oriented design sprintCompiled data into presentation decks for team- and product-leads	
HUMAN-COMPUTER INTERACTION RESEARCH INTERN - MICROSOFT RESEARCH VIBE GROUP	2014
<ul style="list-style-type: none">Designed and constructed six wearable garment and accessory prototypes to administer portable light therapy for Seasonal Affective DisorderDevised and deployed a preliminary background survey for quantitative data collectionConducted user experience evaluations of the six wearable prototypes for qualitative data collectionObtained spectroradiometry measurements of prototype light intensity and wavelengthConducted quantitative and qualitative data analysisProduced two research publications, one of which received Best Paper Award at PervasiveHealth 2016	

INTERACTION DESIGN INTERN – MICROSOFT RESEARCH 2013
MICROSOFT RESEARCH CONNECTIONS

- Designed and built two interactive installations to promote employee engagement, health, and well-being initiatives for the newly renovated on-campus Skype buildings
- Explored concepts related to ‘space gamification’ and elements of ‘play’ inspired by Volkswagen’s ‘Fun Theory’ to enact positive participatory experiences in the workplace
- Utilized in-house, open source technology to engage employees in work-related “Maker” initiatives

NEW MOBILE FORMS USER EXPERIENCE INTERN – NOKIA RESEARCH CENTER 2012

- Devised a formative research study to capture exploratory applications for new mobile forms
- Conducted qualitative analysis of collected data
- Partook in concept development and prototyping of novel form factors for new mobile forms
- Conducted a survey of the transitory nature of technology worn on the body
- Contributed to two research publications

CONSULTANT & RESEARCH INTERN – UNIVERSITY OF MIAMI MILLER SCHOOL OF MEDICINE 2009-2012
CENTER ON AGING

- Devised a research study to capture information regarding the relationship between aging and Internet health information-seeking ability
- Recruited study participants, administered pre-screening interviews, and proctored pilot studies
- Liaison to regional employment and community centers
- Utilized Morae software to capture qualitative data
- Developed evaluation rubric for participant responses
- Performed data entry

PROJECT MANAGER INTERN – UNIVERSITY OF MIAMI 2005-2007
CONTINUOUS IMPROVEMENT SUMMER PROJECT – DEPARTMENT OF FACILITIES ADMINISTRATION

- Served as Project Manager of the annual summer dormitory maintenance and preparation project
- Constructed and utilized Gantt charts to coordinate maintenance teams and track work flow progress; used information to streamline program, which increased efficiency and performance measures
- Chaired weekly status meetings for the Board of Continuous Improvement
- Designed a database to calculate work order costs for Facilities Administration and payments to contractors
- Designed new budget format for Facilities Administration managers
- Executed service contracts
- Compiled Continuous Improvement Summer Project Report detailing project process and highlighting project successes and areas for improvement

ACADEMIC & RESEARCH EXPERIENCE

GRADUATE RESEARCH ASSISTANT 2014-2015
CORRELL ROBOTICS LAB – UNIVERSITY OF COLORADO BOULDER

I co-developed a smart garment as part of the DARPA Warrior Web Project. This project entailed embedding a modular networking architecture supporting high-bandwidth sensing and distributed control in an on-body garment designed for spatial awareness of environmental cues for individuals who are deaf and hard of hearing.

ADVISOR: DR. NIKOLAUS CORRELL

INDEPENDENT RESEARCH 2012
FLUTTER: A SMART FABRIC SYSTEM FOR THE HEARING IMPAIRED – UNIVERSITY OF COLORADO BOULDER

Flutter is a fashion-forward smart garment leveraging swarm technology to create an adaptive textile interface. Flutter uses a network of embedded microphones, microcontrollers, and vibrotactile motors to register environmental sound cues and deliver directional feedback using haptic stimuli. Flutter was created to help individuals with hearing impairments navigate their environment while eliminating the stigma of assistive technology use.

ADVISORS: DR. MICHAEL EISENBERG AND DR. NIKOLAUS CORRELL

GRADUATE RESEARCH ASSISTANT 2012
WELLNESS INNOVATION AND INTERACTION LAB – UNIVERSITY OF COLORADO BOULDER

I assisted with the prototyping and construction of home-deployable wearable rehabilitation devices that were used to seamlessly integrate effective physical therapy practices between the clinic and the home for knee rehabilitation.

ADVISORS: DR. KATIE SIEK AND DR. MICHAEL EISENBERG

GRADUATE RESEARCH ASSISTANT 2011
CRAFT TECHNOLOGY LAB – UNIVERSITY OF COLORADO BOULDER
I explored novel fabrication methods for educational purposes for children. Another portion of my research entailed helping to run user studies to assess the UCube, a 3D modeling interface that was designed to be more accessible to children as well as those individuals who are less experienced with modeling technologies.
ADVISORS: DR. KATIE SIEK AND DR. MICHAEL EISENBERG

MASTER'S THESIS 2010-2011
SOCIAL ACCEPTABILITY OF WEARABLE TECHNOLOGY USE IN PUBLIC: AN EXPLORATION OF THE SOCIETAL PERCEPTIONS OF A GESTURE-BASED MOBILE, TEXTILE INTERFACE
GEORGIA INSTITUTE OF TECHNOLOGY
Textile forms of wearable computing offer the potential for users to interact with electronic devices in a whole new manner. However, the operation of a wearable system can result in non-traditional on-body interactions that users may not feel comfortable performing in a public setting. Understanding the societal perceptions of gesture-based interactions can ultimately impact how readily a new form of mobile technology will be adopted. To explore this, this research assessed the social acceptability of a user's interactions with an e-textile wearable interface.
ADVISORS: DR. ELLEN DO, JIM BUDD, AND CLINT ZEAGLER

GRADUATE RESEARCH ASSISTANT 2011
SCHOOL OF INDUSTRIAL DESIGN – GEORGIA INSTITUTE OF TECHNOLOGY
I documented the process and development of interactive product demonstrations for the School of Industrial Design's Interactive Product Design Lab.
ADVISOR: JIM BUDD

GRADUATE RESEARCH ASSISTANT 2010
CONTEXTUAL COMPUTING GROUP – GEORGIA INSTITUTE OF TECHNOLOGY
I explored the use of e-textiles and non-traditional conductive materials in the creation of novel, on-body interfaces. Our lab worked on integrating fashion and technology to make more seamless forms of wearable computing devices.
ADVISORS: DR. THAD STARNER AND CLINT ZEAGLER

INDEPENDENT RESEARCH 2010
MOBILE MUSIC TOUCH (MMT) – GEORGIA INSTITUTE OF TECHNOLOGY
The MMT glove is a piano-based music instruction system that can teach basic piano songs by pairing a keyboard note with the appropriate finger-based vibration signal. Exploring alternative uses for this technology resulted in applying the MMT system for rehabilitation purposes for individuals with quadriplegia. I was involved in the autonomous glove redesign as well as the usability study.
RESEARCH AUTHOR: DR. TANYA MARKOW
ADVISOR: CLINT ZEAGLER

TEACHING EXPERIENCE

GRADUATE TEACHING ASSISTANT 2013-2016
COMPUTER SCIENCE 1300: PROGRAMMING – UNIVERSITY OF COLORADO BOULDER
Graduate teaching assistant for the introductory programming class for the Computer Science Department. This work entails devising and teaching complementary course recitations (labs), assisting students with subject matter comprehension, grade keeping, and interview grading to test fundamental course concepts.

GRADUATE TEACHING ASSISTANT 2009-2010
ID MATERIALS AND PROCESSES I & II – GEORGIA INSTITUTE OF TECHNOLOGY
I served as a graduate teaching assistant for the Materials and Processes courses where I instructed students at the graduate and undergraduate levels. I oversaw the devising of lesson plans, grade keeping, and assisted students with subject matter comprehension.

PUBLICATIONS

H. Profita, A. Stangl, L. Matuszewska, S. Sky, R. Kushalnagar, and S. Kane. "Wear It Loud": How and Why Hearing Aid and Cochlear Implant Users Customize Their Devices. *ACM Transactions on Accessible Computing (TACCESS)*, 11(3):13, Sep 2018.

H. Profita, M. Lightner, N. Correll, C. Lewis, and S. Kane. Textile-Based Assistive Wearables: Emerging Trends and Design Considerations. *Journal on Technology and Persons with Disabilities (CSUN)*, Volume 5, 2017.

L. Boyd, K. Rector, **H. Profita**, A. Stangl, A. Perkins, S. Kane, and G. Hayes. Understanding the Role Fluidity of Stakeholders During Assistive Technology Research “In the Wild”. In *Proc. of the 35th Annual ACM Conference on Human Factors in Computing Systems (CHI)*, Denver, CO, May 2017. Acceptance rate: ~25%.

D. Hughes, **H. Profita**, S. Radzihovsky, and N. Correll. Intelligence RF-Based Gesture Input Devices Implemented Using e-Textiles. *IEEE Sensors*. 2017. Impact Factor: 2.033.

H. Profita, A. Stangl, L. Matuszewska, S. Sky, and S. Kane. Nothing to Hide: Aesthetic Customization of Hearing Aids and Cochlear Implants in an Online Community. In *Proc. of the 18th international ACM SIGACCESS conference on computers and accessibility (ASSETS)*, Reno, NV, Oct. 2016. Acceptance rate: 25%.

H. Profita, A. Roseway, and M. Czerwinski. Personal and Social Considerations of Wearable Light Therapy for Seasonal Affective Disorder. In *Proc. of the EAI Intl. Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth) 2016*, Cancun, Mexico, May 2016. Acceptance rate: 35%.

***BEST PAPER AWARD**

H. Profita, R. Albaghli, L. Findlater, P. Jaeger, and S. Kane. The AT Effect: How Disability Affects the Perceived Social Acceptability of Head-Mounted Display Use. In *Proc. of the 34th Annual ACM Conference on Human Factors in Computing Systems (CHI) 2016*, San Jose, CA, May 2016. Acceptance rate: 23.4%.

H. Profita. Designing Wearable Computing Technology for Acceptability and Accessibility. *ACM SIGACCESS Accessibility and Computing* 114: 44-48, Lisbon, Portugal, Jan. 2016.

D. Hughes, N. Farrow, **H. Profita**, and N. Correll. Detecting and Identifying Tactile Gestures using Deep Autoencoders, Geometric Moments and Gesture Level Features. *ICMI 2015 Recognition of Social Touch Gestures Challenge*, Seattle, WA, Nov. 2015.

J. Sharit, J. Taha, R. Berkowsky, **H. Profita**, and S. Czaja. “Online Information Search Performance and Search Strategies in a Health Problem Solving Scenario”. *Journal of Cognitive Decision Making* (2015). 1555343415583747.

H. Profita, A. Roseway, and M. Czerwinski. Lightwear: An Exploration in Wearable Light Therapy. In *Proc. of the 9th International Conference on Tangible, Embedded and Embodied Interaction (TEI)*, Palo Alto, CA, Jan. 2015. Acceptance rate: 28%.

H. Profita, N. Farrow, and N. Correll. Flutter: An Exploration of an Assistive Garment Using Distributed Sensing, Computation, and Actuation. In *Proc. of the 9th International Conference on Tangible, Embedded and Embodied Interaction (TEI)*, Palo Alto, CA, Jan. 2015. Acceptance rate: 28%.

H. Profita, D. Brinkman, A. Lim, and R. Smith. Wall Relief: A Health-Oriented Interactive Installation for the Workplace Environment. Work-In-Progress. In *Proc. of the 9th International Conference on Tangible, Embedded and Embodied Interaction (TEI)*, Palo Alto, CA, Jan. 2015.

K. Lyons and **H. Profita**. The Multiple Dispositions of Wearable Devices. *Pervasive Computing: Special Issue – Wearable Computing, IEEE 13 (4)*, 24-31, Oct. 2014.

D. Hughes, **H. Profita**, and N. Correll. SwitchBack: An On-Body RF-Based Gesture Input Device. In *Proc. of the 18th International Symposium on Wearable Computers (ISWC)*, Seattle, WA, Sep. 2014. Acceptance rate: 25%.

H. Profita. Smart Garments: An On-Body Interface for Sensory Augmentation and Substitution. In *Adjunct Proc. of Ubiquitous Computing (UbiComp)*, Seattle, WA, Sep. 2014.

L. Dunne, **H. Profita**, C. Zeagler, J. Clawson, S. Gilliland, E. Do., and J. Budd. The Social Comfort of Wearable Technology and Gestural Interactions. In *the 36th Annual International Conference on the IEEE Engineering in Medicine and Biology Society*, Chicago, IL, Aug. 2014.

S. Ananthanarayan, M. Sheh, A. Chien, **H. Profita**, and K. Siek. Designing Wearable Interfaces for Knee Rehabilitation exercises. In *Proc. of the 8th International Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth '14)*, Oldenburg, Germany, May 2014.

H. Profita, J. Clawson, S. Gilliland, C. Zeagler, T. Starner, J. Budd, and E. Do. Don't Mind Me Touching My Wrist: A Case Study of Interacting with On-Body Technology in Public. In *Proc. of the 17th International Symposium on Wearable Computers (ISWC)*, Zurich, Switzerland, Sep. 2013. Acceptance rate: 23.4%.

C. Zeagler, S. Pobiner, S. Gilliland, S. Audy, **H. Profita**, and T. Starner. The Electronic Textile Interface Workshop: Facilitating Interdisciplinary Collaboration. In *Proc. of IEEE ISTAS 2013*, Toronto, Canada, Jun. 2013.

S. Ananthanarayan, M. Sheh, A. Chien, **H. Profita**, and K. Siek. PT Viz: Towards a Wearable Device for Visualizing Knee Rehabilitation Exercises. In *Proc. of CHI 2013*, Paris, FR, Apr. – May 2013. Acceptance rate: 20%.

C. Zeagler, S. Gilliland, **H. Profita**, and T. Starner. Textile Interfaces: Embroidered Jog-Wheel, Beaded Tilt Sensor, Twist Pair Ribbon, and Sound Sequins. In *Proc. of the 16th International Symposium on Wearable Computers (ISWC)*, pages 60 - 64, Newcastle upon Tyne, UK, Jun. 2012. Acceptance rate: 18%.

B. Leduc-Mills, **H. Profita**, and M. Eisenberg. Seeing solids via patterns of light: evaluating a tangible input device. In *Proc. of the 11th International Conference on Interaction Design and Children. Digital Fabrication for Educational Contexts Workshop*, Bremen, Germany, Jun. 2012. Acceptance rate: 32%.

T. Markow, N. Ramakrishnan, K. Huang, T. Starner, M. Eicholtz, S. Garrett, **H. Profita**, A. Scarlata, C. Schooler, A. Tarun, and D. Backus. Mobile Music Touch: Vibration Stimulus as a Possible Hand Rehabilitation Method. In *Proc. of the 4th International Pervasive Health Conference*. Munich, Germany, Mar. 2010. Acceptance rate: < 30%.

BOOKS & BOOK CHAPTERS

L. Dunne, **H. Profita**, and C. Zeagler. Chapter: Social Aspects of Wearability and Interaction. "Wearable Sensors – Fundamentals, Implementation and Applications." Edited by Edward Sazonov and Michael R. Neuman. Elsevier, pp. 25-43, Aug. 2014. ISBN: 978-0-12-418662-0.

PRESENTATIONS, PANELS, & INVITED TALKS

Microsoft Design Panel "New release of the Surface Pro 4 Alcantara Signature Type Cover". Space LES, New York, NY, April 2016. Co-Panelists: Rachael Bell, Liz Gray, Amanda Curtis, Renn Scott.

"Wearable Assistive Technology: Emerging Trends and Design Considerations." *The 31st Annual International Technology and Persons with Disabilities Conference (CSUN)*, San Diego, CA, Mar. 2016.

"When Technology Gets in the Way...Wear it!" *Grace Hopper Celebration of Women in Computing (GHC)*, Houston, TX, Oct. 2015.

"The Wearable Communication Board for Individuals with Autism Engaged in Horse Therapy." *SWAAAC Fall Advisory and Team Coordinator Meeting*, University of Colorado Anschutz Medical Campus, Denver, CO, Oct. 2014.

"Wearable Computing & Smart Fabrics: From Electronic Textiles to Sensory Substitution." *DUB Seminar*, University of Washington, Seattle, WA, Jul. 2014.

"The Social Acceptability of Wearable Technology: A Case Study of Interacting with an On-body E-Textile Interface in Public." *Fall 2013 Graduate STEMinar Series*, University of Colorado Boulder, Boulder, CO, Sep. 2013.

"The Social Acceptability of Wearable Technology: A Case Study of Interacting with an E-Textile Interface in Public." *Fall 2013 CS Graduate Research Colloquium*, University of Colorado Boulder, Boulder, CO, Sep. 2013.

"Building Personas: Interactive Installations for Health and Wellness in the Workplace." *2013 MSR Talk Series*, Microsoft Research, Redmond, WA, Aug. 2013.

"Wear Your Technology: From Electronic Textiles to Sensory Substitution." *2013 Summer Academy for Advancing Deaf & Hard of Hearing in Computing*, University of Washington, Seattle, WA, Jul. 2013.

“Computer Science Graduate Research Panel.” *2012 CSCI Freshman Seminar*, University of Colorado Boulder, Boulder, CO, Dec. 2012.

“BitWear: Small. Wireless. Interactive.” *Nokia Research Center*, Sunnyvale, CA, Aug. 2012.

“Social Acceptability of Wearable Technology Use in Public: An Exploration of the Societal Perceptions of a Gesture-based Mobile, Textile Interface.” *Graduate research presented at the 2011 Industrial Designers Society of America Southern District Conference*, Austin, TX, Apr. 2011.

TECHNICAL REPORTS

B. Leduc-Mills, **H. Profita**, S. S. Bharadwaj, P. Cromer, and R. Han. ioCane: A Smart-Phone and Sensor-Augmented Mobility Aid for the Blind. Univ. of Colorado Dept. of Computer Science, Boulder, CO, 2013. Tech. Rep.: 000031765.

POSTERS & DEMONSTRATIONS

H. Profita, A. Roseway, and M. Czerwinski. Lightwear: An Exploration in Wearable Light Therapy. In *2015 Georgia Tech Design & Wearable Technology Symposium*. Atlanta, GA, May 2015.

H. Profita, D. Hughes, N. Farrow, and N. Correll. Smart Garments: An On-Body Interface for Sensory Augmentation and Substitution. In *2015 Georgia Tech Design & Wearable Technology Symposium*. Atlanta, GA, May 2015.

H. Profita. Smart Garments: An On-Body Interface for Sensory Augmentation and Substitution. In *Adjunct Proc. of Ubiquitous Computing (UbiComp) Doctoral Consortium Poster Presentation*, Seattle, WA, Sep. 2014.

H. Profita, H. Emil, D. Brinkman, and R. Smith. Exploring the Health Benefits of an Emoting Water Cooler. In *Proc. of the 2014 companion publication on Designing Interactive Systems (DIS) – Demonstration*, Vancouver, Canada, Jun. 2014.

K. Lyons, D. Nguyen, S. Seko, S. White, D. Ashbrook, and **H. Profita**. BitWear: A Platform for Small, Connected, Interactive Devices. In *Adjunct Proc. of the 26th Annual ACM Symposium on User Interface Software and Technology (UIST)*, St. Andrews, UK, Oct. 2013.

H. Profita, H. Emil, and D. Brinkman. Sir Walter Cooler: An Emoting Water Cooler Experience to Encourage Healthy Hydration Practices in the Workplace. *2013 World Maker Faire*, New York, NY, Sep. 2013.

H. Profita. An electronic-textile wearable communication board for individuals with autism engaged in horse therapy. *CU Research Showcase (poster and demo) as part of the ACM SIGACCESS conference on computers and accessibility (ASSETS 2012)*, Boulder, CO, Oct. 2012.

H. Profita. An electronic-textile wearable communication board for individuals with autism engaged in horse therapy. In *Proc. of the 14th international ACM SIGACCESS conference on computers and accessibility (ASSETS)*, Boulder, CO, Oct. 2012.

S. Pobiner, C. Zeagler, **H. Profita**, S. Gilliland, H. S. Lee, S. Audy, H. C. Shin, and T. Starner. The Electronic Textile Interface Workshop: Scaffolding Communication Across Disciplines. *The 9th ACM Conference on Designing Interactive Systems (DIS)*, Newcastle upon Tyne, UK, Jun. 2012.

WORKSHOPS

Organized: ELECTRONIC TEXTILE INTERFACE SWATCH BOOK WORKSHOP SERIES
Clint Zeagler, Dr. Thad Starner, Scott Gilliland, Stephen Audy, Halley Profita

- The 8th Annual Smart Fabrics Conference, Miami, FL, Apr. 2012.
- Savannah College of Art and Design, Savannah, GA, Mar. 2012.
- Georgia Institute of Technology, Atlanta, GA, Mar. 2012.
- Parsons The New School for Design, New York, NY, Oct. 2011.

Participated: **BROADENING PARTICIPATION WORKSHOP**
 - ACM SIGCHI International Joint Conference UbiComp/ISWC, Osaka, Japan, Sep. 2015.

EXHIBITIONS

D. Hughes, **H. Profita**, and N. Correll. SwitchBack. 2015 Georgia Tech Design & Wearable Technology Symposium. Atlanta, GA, May 2015.

H. Profita, D. Hughes, R. Albaghi, and N. Correll. PCB Fabric Nodes. 2015 Georgia Tech Design & Wearable Technology Symposium. Atlanta, GA, May 2015.

H. Profita and S. Gilliland. Talk to the Hand. 2015 Georgia Tech Design & Wearable Technology Symposium. Atlanta, GA, May 2015.

H. Profita, D. Hughes, A. Hoffman, A. McEvoy, and D. Coleman. NSF Exhibit: Wearable Technology. USA Science & Engineering Festival. Washington D.C., U.S.A., Apr. 2014.

H. Profita, N. Farrow, and N. Correll. Flutter. In Adjunct Proc. of the 16th International Symposium on Wearable Computers (ISWC), pages 44-46, Newcastle upon Tyne, UK, Jun. 2012.

H. Profita and S. Gilliland. Talk to the Hand. The 15th International Symposium on Wearable Computers (ISWC) Design Exhibition, San Francisco, CA, Jun. 2011.

H. Profita and S. Gilliland. To Answer or Not To Answer Scarf. The 15th International Symposium on Wearable Computers (ISWC) Design Exhibition, San Francisco, CA, Jun. 2011.

H. Profita. "Slapjack Shaman." Georgia Tech Student Art Exhibition, The Woodruff Arts Center, Atlanta, GA, Feb. 2011.

AWARDS

Lemelson-MIT Student Prize Competition: Finalist, 2017

ARCS Foundation Jo & Dick Byyny Scholar Award, 2016

Best Paper Award, EAI Intl. Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth), 2016

Graduate Student Outstanding Research Paper Award, 2015

ARCS Foundation Scholar Award, University of Colorado Boulder, 2015

Grace Hopper Celebration of Women in Computing (GHC) Scholarship Grant, 2015

Graduate Student Outstanding Service Award, University of Colorado Boulder, Dept. of Computer Science, 2015

P.E.O. Scholar Award: Finalist, 2015

Beverly Sears Graduate Student Research Grant, 2014

Microsoft Research HCI Office Mix Presentation – Most Creative, 2014

Beverly Sears Graduate Student Research Grant, 2013

UGGS Travel Grant Award, 2013

ISWC Student Travel Grant Award, 2013

Microsoft Graduate Research Fellowship: Finalist, 2013

International Symposium on Wearable Computers (ISWC) Design Competition

– First Place for Best In Show and Most Inclusive and Usable Design, 2012

University Fellowship, University of Colorado Boulder, 2011 - 2012

International Symposium on Wearable Computers Design Competition

– Second Place for Best in Show and Best Conceptually, 2011

Graduate Student Research Community Development Award, University of Colorado Boulder, 2011

Finlandia Foundation Scholarship Recipient, 2010

Outstanding Academic Performance, Georgia Tech Faculty Award, 2010

Design Citizen, Georgia Tech Faculty Award, 2009

Outstanding Management Science Major, University of Miami, 2008

CV Starr Scholarship, University of Miami, 2004 - 2008
Alumni Association Scholarship, University of Miami, 2004 - 2008
Henry King Stanford Scholarship, University of Miami, 2004 - 2008
Florida Resident Access Grant, 2004 - 2008
Florida Academic Scholars, 2004 – 2008

SERVICE

Computer Science Liaison – Graduate STEMinar Series, CU Boulder, 2013 - 2016
Social Committee – Computer Science Department, CU Boulder, 2012 - 2016
Computer Science Representative – United Government of Graduate Students (UGGS), CU Boulder, 2011- 2014
Graduate Liaison – Wardenburg Student Health Board, 2011 – 2012
Graduate Liaison – Industrial Designer Society of America, Student Chapter, 2009 – 2011

PROFESSIONAL SERVICE

Reviewer for the ACM Interactive, Mobile, Wearable and Ubiquitous Technologies Journal (IMWUT), 2017
Reviewer for the ACM SIGCHI International Symposium on Wearable Computers (ISWC), 2017
Reviewed for the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), 2017
Student Volunteer at the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), 2017
ISWC Design Committee – International Symposium on Wearable Computers Design Exhibition, 2016-2021
Reviewed for the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), 2016
Reviewed for the ACM SIGCHI International Symposium on Wearable Computers (ISWC), 2016
Reviewed for the ACM SIGACCESS Conference on Computers and Accessibility (ASSETS), 2015
Reviewed for ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), 2015
Design Exhibition Co-Chair for ACM SIGCHI International Symposium on Wearable Computers (ISWC), 2015
Reviewed for the 28th ACM User Interface Software and Technology Symposium (UIST), 2015
Reviewed for the ACM SIGCHI International Symposium on Wearable Computers (ISWC), 2015
Reviewed for the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services, 2015
Reviewed for IEEE Computer Magazine, 2015
Student Volunteer at the 6th Augmented Human International Conference, 2015
Served as Meta Reviewer for the 6th Augmented Human International Conference, 2015
Student Design Competition Co-Chair for the 6th Augmented Human International Conference, 2015
Reviewed for ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), 2014
Reviewed for ACM SIGCHI 8th Nordic Conference on Human-Computer Interaction (NordicCHI), 2014
Reviewed for ACM SIGCHI International Symposium on Wearable Computers (ISWC), 2014
Media Chair for ACM SIGCHI International Joint Conference UbiComp/ISWC, 2014
Reviewed for ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), 2014
Student Volunteer at the ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp), 2013
Reviewed for ACM SIGCHI International Symposium on Wearable Computers (ISWC), 2013
Reviewed for Pervasive Health Conference on Pervasive Computing Technologies for Healthcare, 2013
Reviewed for ACM SIGCHI Conference on Human Factors in Computing Systems Works-In-Progress (CHI), 2013
Student Volunteer at the ACM SIGACCESS Conference on Computers and Accessibility (ASSETS), 2012
Student Volunteer at ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), 2012

SELECT POPULAR PRESS

[Surface Pro 4's Alcantara is Microsoft's Latest Fashion Statement at NYC Event](#)
(*Digital Trends* – April 15, 2016)

[Design Master](#)
UM Business Alumni Newsletter – June 30, 2015)

[Technology and Research Equals Production for Two CU Students](#)
(*Times-Call* – July 29, 2015)

[Like To Flirt At The Office Water Cooler? A Microsoft Intern Built A Water Cooler That Flirts Back](#)
(*Business Insider – August 30, 2013*)

[Wearable Technology: Sound It Out](#)
(*BBC – April 15, 2013*)

[Flutter Dress Comes with Built-In Microphones to Let the Hearing Impaired “Feel” their Surroundings](#)
(*Ubergizmo – August 29, 2012*)

[Flutter Dress Vibrates When it Hears Loud Noises](#)
(*Hackaday – August 13, 2012*)

SKILLS & QUALIFICATIONS

- UX Research & User-Centered Design | Human Subjects Research
- User Interface & Interaction Design
- Experience with Qualtrics, SurveyGizmo, Tableau, JMP
- Knowledge of Photoshop, Illustrator, InDesign, SolidWorks, iMovie
- Hardware & electronics prototyping, woodshop, sewing, embroidery
- Laser Cutting, Fuse Deposition Modeling, Objet 3D Printing
- Trainings in Microsoft Office Suite: Word, Excel, Powerpoint, Projects, Access
- Experience with iWork: Numbers, Keynote, Pages
- Experience with CSS, Arduino, Python, Java
- Certified TOPGUN Customer Service Training

ACTIVITIES & MEMBERSHIPS

EAI – Student Member, 2016 - present
Association of Computing Machinery – Student Member, 2011 - 2018
Beta Gamma Sigma Business Honor Society
Alpha Kappa Psi Alumna
Interaction Design Association
ING Miami Half-Marathon 2006

REFERENCES AVAILABLE UPON REQUEST