

EDUCATION	University of British Columbia (UBC) , Vancouver, BC, Canada BSc., Computer Science and Cognitive Systems	2003-2008
PROFESSIONAL EXPERIENCE	Global Technical Engineering Solutions , Burnaby, BC, Canada Web Developer (Co-op) Created new help file templates, updated and wrote user help pages for four applications. Maintained W3C valid webpages compatible with Internet Explorer, Firefox, and Opera. Implemented internationalization (i18n) for a web-based vehicle tracking application.	May - Aug 2007
	S.P.I.N. Research Group, UBC , Vancouver, BC, Canada Undergrad Student HCI Researcher (Co-op) Designed interface mock-ups for a GUI to monitor and calibrate sensor readings on a mechanized user data acquisition device. Implemented a framework using Java and Swing. + NSERC and CDMP research position.	May - Aug 2006
	Department of Computer Science, UBC , Vancouver, BC, Canada Project Coordinator Coordinated the setup of a new lab for group-project-based HCI courses. Managed ordering and deployment of \$40 000 of lab equipment, computer hardware and software. Maintained project schedules, balanced the budget.	Apr - Sep 2006
HCI PROJECTS	Countering Drifting in Pen-based Menu Selection Worked with a PhD student to design and develop two novel methods of tablet-based menu interaction using Java and SWT. Have tested these methods against a control method in an experimental setup for both younger (18-29) and older (65+) users. Paper submitted to ASSETS 2008.	2007 - 2008
	Mobile Transit Advisor Application CPSC 444: Advanced Methods for HCI. Collaborated in a four-person group to develop an interface for a mobile-phone based, ubiquitous computing application. Ran experiments with users and analyzed the resulting data to compare two different interface options. + Received award for Best Project in the course.	Jan - Apr 2007
	Alarm Clock Interface Re-Design CPSC 344: Introduction to HCI. Worked in a group to improve the interface of an existing product. Course project involved acquiring and interpreting data from user evaluations, mocking up and creating prototypes, and writing reports of findings and recommendations. + Received award for Best Prototype in the course.	Sep - Dec 2006
SKILLS	<ul style="list-style-type: none">• User interface design methods: principles of user-centered design and project life-cycles, prototyping, designing and conducting user evaluations• Website design: HTML, CSS, Flash, JavaScript, JSP• Software engineering: OOP, design patterns, data structures, algorithm analysis, programming in Java and Swing• Communication: writing, and editing technical documents and reports• Group work: extensive collaborative experience with project-based environments	

HONORS AND AWARDS	<ul style="list-style-type: none">• Dean's Honour List 2008, 2004• Advanced Methods for HCI: Best Student Project 2007• Introduction to HCI Methods: MacGyver Award for Creativity in Prototyping 2006• CRA-W Canadian Distributed Mentor Project (CDMP) Grant 2006• NSERC Undergraduate Student Research Award (USRA) 2006
VOLUNTEER ACTIVITIES	<p>Cognitive Systems Society, UBC 2006-2008 Social Events Coordinator (2007-2008) Organized and planned student-run social events, such as pub night for club members and a resume building workshop.</p> <p>Vice-President, Linguistics (2006-2007) Assisted with club affairs. Acted as the main point of contact for the UBC Speech and Linguistics Students' Association.</p> <p>Tri-Mentoring, UBC 2005-2008 Participated as a mentor and mentee for a tri-mentoring group each academic year. Met with mentoring group, provided guidance and advice to junior level mentees.</p> <p>GIRLsmarts, Vancouver, BC, Canada 2005-2008 Coordinated with other volunteers to run one-day computer science workshops for girls aged 10-12. Developed a new, HCI-based activity for January 2008.</p> <p>Destination ImagiNation, Vancouver, BC, Canada 2005-2008 Volunteered as a judge of "Instant Challenge" problems for groups of kids in elementary and secondary schools participating in the Destination ImagiNation competition.</p>
HOBBIES AND INTERESTS	<ul style="list-style-type: none">• Paper-based graphic design, especially greeting and note card design.• Reading, writing short stories.• Music, listening and playing. Instruments: piano, ocarina, flute.• Computer and console games.• Good food and excellent tea.
REFERENCES	Available upon request.