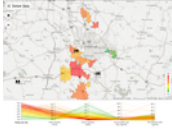

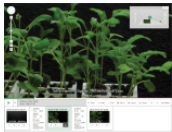
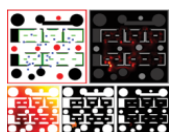


Yen-Chia Hsu

(Update: August 7, 2018)

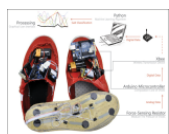
Contact	Senior Research Programmer CREATE Lab, Robotics Institute Carnegie Mellon University 5000 Forbes Ave, Pittsburgh, PA 15213, USA	yenchiah (at) cs.cmu.edu hsu.yenchia (at) gmail.com http://yenchiah.me/ (412) 999-5797
Biography	I am a Senior Research Programmer in the CREATE Lab in the Robotics Institute at Carnegie Mellon University. My recent research focuses on designing, implementing, and evaluating interactive systems that support citizen science with crowdsourcing, data visualization, and machine learning techniques.	
Research Interests	Citizen Science / Civic Engagement Human Computation and Crowdsourcing	Interactive Data Visualization and Storytelling Machine Learning / Computer Vision
Education	Carnegie Mellon University, Pittsburgh, USA Ph.D. in Robotics Thesis: Designing Interactive Systems for Community Citizen Science Committee: Illah Nourbakhsh (advisor), Aaron Steinfeld, Jeffrey Bigham, and Eric Paulos	2018/06
	Carnegie Mellon University, Pittsburgh, USA Master of Tangible Interaction Design (GPA: 3.72/4.0 overall)	2012/12
	National Cheng Kung University, Tainan, Taiwan Dual B.S. in Architecture, and in Computer Science (GPA: 87.89/100 overall)	2010/05
Experiences with Selected Projects	CREATE Lab, Robotics Institute, School of Computer Science, Carnegie Mellon University, USA Senior Research Programmer Ph.D. Student Researcher Web Designer/Developer Research Associate	2018/08 - present 2014/09 - 2018/06 2013/10 - 2014/06 2013/01 - 2013/06
	Smell PGH: A Mobile Application to Crowdsourcing and Visualize Pollution Odors I worked in a team to develop Smell Pittsburgh, a mobile application for citizens to report pollution odors to the local health department. A map visualizes and animates the reports with air quality and wind data. I am working on using machine learning to predict smell and track pollution sources. (http://smellpgh.org)	2017 - 2018
	Visualization Tool for Environmental Sensing and Public Health Data [1] I worked with a non-profit organization to develop the Environmental Health Channel: an interactive web-based tool for visualizing health symptoms, particulate measurements, and personal stories from residents who are affected by oil and gas drilling development. (http://envhealthchannel.org/ , ACM DIS 2018)	2017
	Community-Empowered Air Quality Monitoring System [2] I worked with a community in Pittsburgh to develop an air quality monitoring system, which integrated computer vision and various data over a large spatial and temporal scale. The system afforded scientific evidence by using animated images, air quality data, and smell reports. (Top 5% Award in ACM CHI 2017)	2015 - 2016
	A Web-based Large-scale Timelapse Editor for Interactive Storytelling [3] Based on the timelapse viewer, I developed a storytelling tool that operates along multiple dimensions: geolocation, time, and scale. Users can use it to create interactive slideshows or guided tours, and then embed or share them on social media for telling interactive stories. (IEEE VIS Poster)	2014
	Earth Timelapse Viewer Visualizing Landsat Satellite Imagery I worked in a team to develop a timelapse viewer over spacetime with billions of pixels. We released an Earth timelapse viewer consisting of 33 cloud-free mosaics of the planet from 1984 to 2016 Landsat data with Google and TIME. (http://world.time.com/timelapse , Webby People's Voice Award 2014)	2013
	Code Lab, School of Architecture, College of Fine Arts, Carnegie Mellon University, USA Master's Student Lab Assistant	2011/09 - 2012/12 2011/09 - 2012/05



SimArch: A Multi-Agent System for Human Path Simulation

2012

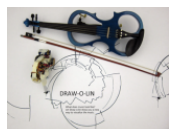
SimArch uses Markov Decision Process to build a behavior model. The model simulates mental states, target range detection, and collision prediction when agents behave in a museum. SimArch outputs the prediction of how likely a person will occur in a location after simulation.



SENSEable Shoes: Hands-Free and Eyes-Free Mobile Interaction

2012

SENSEable Shoes is a platform for interaction designers to create applications. It recognizes low-level activities by measuring the weight distribution over the feet with sensors embedded in the shoe pad. A Support Vector Machine classifier identifies mobile activities and foot gestures.



Draw-o-lin: A Music Visualizer for Violin

2011

What does music look like? Draw-o-lin is an interactive mobile robot visualizing music by drawing graphs on a paper according to various sound properties. Violin performers control Draw-o-lin robot by playing higher or lower pitches, alternating the volume, and changing the tempo of the music.

IA Lab, Department of Architecture, National Cheng Kung University, Taiwan

Research Assistant

2010/09 - 2011/06



SynTag: A Web-based Platform for Labeling Real-time Video [4]

2010

Users can label Good, Question, and Disagree tags in real or non-real time with visualization of time-stamp video previews on an interactive timeline. SynTag creates thumbnails by using real-time tags for presenters to receive instant feedback and for others to retrieve videos. (ACM CSCW 2012)

Selected Publications

[1] **Yen-Chia Hsu**, Jennifer Cross, Paul Dille, Illah Nourbakhsh, Leann Leiter, and Ryan Grode. 2018. Visualization Tool for Environmental Sensing and Public Health Data. In Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems (DIS 2018). ACM.

[2] **Yen-Chia Hsu**, Paul Dille, Jennifer Cross, Beatrice Dias, Randy Sargent, and Illah Nourbakhsh. 2017. Community-Empowered Air Quality Monitoring System. In Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI 2017). ACM. **[Top 5% Honorable Mention Award]**

[3] **Yen-Chia Hsu**, Paul Dille, Randy Sargent, Christopher Bartley, and Illah Nourbakhsh. 2015. A Web-based Large-scale Timelapse Editor for Creating and Sharing Guided Video Tours and Interactive Slideshows. IEEE Information Visualization Posters, 2015.

[4] **Yen-Chia Hsu**, Tay-Sheng Jeng, Yang-Ting Shen, and Po-Chun Chen. 2012. SynTag: A Web-based Platform for Labeling Real-time Video. In Proceedings of the ACM 2012 Conference on Computer Supported Cooperative Work (CSCW 2012). ACM.

Skills

Programming languages (proficient): JavaScript/CSS/HTML, Python, MATLAB

Design tools: Adobe Photoshop/Illustrator/Premiere, AutoCAD, 3DsMax, Arduino

Professional Activities

Program Committee / Reviewer: TAICHI 2017 2018, IEEE Robotics and Automation Magazine 2015

Conference Presenter: ACM CHI 2017, A&WMA 2017, ACM CSCW 2012

Invited Speaker: Google Earth Engine User Summit 2015

Invited Event: Bloomberg Philanthropies New Tech & Urban Air Pollution Meeting 2017

Honors & Awards

Top 5% Honorable Mention Paper Award, ACM CHI, USA

2017

Webby People's Voice Award, USA

2014

Best New Artist, The National Golden Award for Architecture, Taiwan

2009

Third Prize, National Country House Design Competition, Ministry of the Interior, Taiwan

2008

Outstanding Student Academic Achievement, National Cheng Kung University

2005, 2006, 2007

Leadership

Department of Architecture, National Cheng Kung University, Taiwan

General Coordinator, Graduation Design Preparation Committee

2009

Director of General Affairs, Student Committee

2008

Class Representative

2007

Teaching

Robotics Institute, School of Computer Science, Carnegie Mellon University, USA

Teaching Assistant of 16-811 Math Fundamentals for Robotics

2015