BO LIU

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EDUCATION

University Of Washington   2021 – March 2023 (expected)
Master's in Technology Innovation   Seattle, WA

Clark University   2016 – 2020
Bachelor's in Arts, Computer Science (Dean's List, 2020)   Worcester, MA
Minor, Entrepreneurship

RESEARCH EXPERIENCE

Research Assistant, Ubiquitous Computing Lab   July 2020 - Present
Advisor: Shwetak Patel   *Seattle,WA*

· Researching and fabricated clothing with embroidered fabric speakers for body movement tracking.
· Researched Intestinal Bowel Disease users' social considerations and preferences on using health apps (self-monitoring apps) with qualitative interview study. [**P2**]
· Designed and implemented a novel method to read glucose strips using a mobile phone sensor. These new sensors are more convenient and affordable than existing patient adherence methods.
· Co-organized and participated in lab events and routines: group meetings, lab lunches, summer high school programs, and mentorship programs.

Research Assistant, Make4All Lab   September 2022 - Present
Advisor: Jennifer Mankoff   *Seattle,WA*

· Researching on textures' descriptions (embroidered tactile graphics)

Research Assistant, Pervasive HCI Group, Tsinghua University   April 2021 - August 2021
Advisor: Chun Yu   *Beijing, CHINA*

· Designed and implemented a novel tool that enables people without video editing skills to create elderly-friendly smartphone usage video tutorials conveniently.[**P1**]
· Served as project manager intern, conducting user research and profiling the target market to turn a research project into a commercial product.

Research Assistant, Clark Computing Lab   September 2019 - May 2020
Advisor: Niu Shuo   *Worcester, MA*

· Created three AI-powered applications to track users' mental states and promote better connections between patients and doctors.
· Researched current-stage mental health issues and mobile applications used for mental disorder logs.

PUBLICATION

Submitted for Publication

[P1] **Bo Liu**, Jason Hoffman, Chloe Sow, Yuqing Zhang, Shwetak Patel. "Too simple or way too complicated": Patients' Preferences for E-Health Apps for IBD Management. Manuscript submitted for publication to CHI.

[P2] Xiaozhu Hu, Yanwen Huang, **Bo Liu**, Ruolan Wu, Yongquan Hu, Aaron J Quigley, Mingming Fan, Chun Yu, Yuanchun Shi. SmartRecorder: An IMU-based Video Tutorial Creation by Demonstration System for Smartphone Interaction Tasks. Manuscript going through revision and resubmitted to IUI.

PROFESSIONAL EXPERIENCE

IT Specialist, Global Innovation Exchange
January 2022 - present

· Providing technical support to startups, faculty, and students ensuring proper workstation, printer, and VR/AR materials maintenance.
· Maintaining inventory management/surplus control.
· Implemented and maintained security camera systems.

Software Engineering Intern, Synopsys
April 2021 - August 2021

· Developed software to solve Incremental Boolean Satisfiability (SAT) problem, which reduces chip verification time. Implementing this by including functions missing in the existing industry-leading software.
· Designed and developed dashboards that convert JSON data into easy-to-understand information, allowing customers to get information without having to understand JSON files and conduct analysis.

ADDITIONAL PROJECT

Software Engineer & UX Researcher, Artify
June 2022 - December 2022

Sponsored by T-Mobile

· A graduate capstone project sponsored by T-Mobile, which projects future outdoor AR museums utilizing 5G network.
· Investigated current AR applications' limitations and general public interactive museum visiting experience with quantitative methods.
· Designed and developed frontend interfaces and backend servers to connect Hololens(AR devices) with three rounds of usability testing.

MENTORSHIP

1. Chloe Sow (Senior high school student)
Researching and designing semi-structure interview questions and prototype[P2]

AWARD

1. ClarkCONNECT Award 2020
2. Selected as a funded student to attend **Giersch International Symposion, Germany, 2019**

SKILLS

Programming Skills:
C, Python. Kotlin, Java

Fabrication:
Arduino, Circuit Design, Embroidery Design, 3D printing, Laser Cutting.

User Research:
IRB Writing, Interface Design, Interview Design, Qualitative Data Analysis.