

Yuan Ren

Input and Interaction Techniques, User Interface Design, Android Development, Web Programming

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eowynren.github.io

EDUCATION

Ph.D Candidate, Electrical Engineering & Computer Science

Sep. 2019 - Now

University of California, Merced, CA

Research Area: Interaction & Input Methods on Wearable Devices, Haptics Feedback

Master of Science, Computer Science

Jan. 2015 - Dec. 2016

University of Southern California, Los Angeles, CA

Bachelor of Engineering, Software Engineering

Sep. 2010 - Jul. 2014

Beijing Jiao Tong University, Beijing, China

INTERNSHIP

Google: Software Engineering Intern

May. 2022 - Aug. 2022

- Designed and implemented a prototype that **enables a bidirectional translation experience on android AR glasses and its companion phone** for a 1:1 conversation scenario
- Conducted a pilot study to evaluate the prototype with Google Translate conversation mode
- The prototype demonstrates **46%** less physically demanding and **25%** less frustration than Google Translate conversation mode and maintains a more natural conversation flow with a **21%** higher score

PUBLICATIONS

More details [here](#)

[1] [Yuan Ren](#), Ahmed Sabbir Arif. *Investigating a Force-Based Selection Method for Smartwatches in a 1D Fitts' Law Study and Two New Character-Level Keyboards*, Conference on Tangible, Embedded, and Embodied Interaction, TEI 2023

[2] [Yuan Ren](#), Ahmed Sabbir Arif. *Stepper, Swipe, Tilt, Force: Comparative Evaluation of Four Number Pickers for Smartwatches*, ACM Interactive Surfaces and Spaces Conference, ISS 2021 (**Honorable Mention Award**)

[3] Tafadzwa Joseph Dube, [Yuan Ren](#), Hannah Limerick, I. Scott MacKenzie, Ahmed Sabbir Arif. *Push, Tap, Dwell, and Pinch: Evaluation of Four Mid-Air Selection Methods Augmented with Ultrasonic Haptic Feedback*, ACM Interactive Surfaces and Spaces Conference, ISS 2022 (**Best Paper Award**)

[4] Ghazal Zand, [Yuan Ren](#), Ahmed Sabbir Arif. *TiltWalker: Operating a Telepresence Robot with One-Hand by Tilt Controls on a Smartphone*, ACM Interactive Surfaces and Spaces Conference, ISS 2022

[5] Gulnar Rakhmetulla, [Yuan Ren](#), Ahmed Sabbir Arif. *GeShort: One-Handed Mobile Text Editing and Formatting with Gestural Shortcuts and a Floating Clipboard*, In Submission.

PROJECTS

WeShare: A Facebook-Like Interaction App

Aug. 2021 - Nov. 2021

- Designed and developed an efficient Facebook-like social web app based on React-Redux framework for users to view and post status, and follow/unfollow users
 - Authenticated user with json web token and implemented real-time notification by socket.io
 - Unit tested codes based on Mocha framework and exerted JIRA workflow tool in group cooperatio
- Skills: ReactJS, Redux, Node.js, Express, Webpack, MongoDB, Bootstrap, Mocha, Postman, git*

Pink: An Android Client for Dribbble [github link](#)

Apr. 2018 - May. 2018

- Applied card UI style in an android client to showing artworks from Dribbble Website
- Leveraged OkHttp to authenticate and log in user through Dribbble API
- Used Picasso, an image downloading and caching library, to ensure a smooth sliding for image list
- Developed features of like, bucket and comment by using Activity, Fragment and AsyncTask

Skills: Java, Android, OkHttp, Picasso, Postman, git

AWARDS

Summer EECS Bobcat Travel Fellowship at UC Merced

2022

Summer EECS Bobcat Summer Fellowship at UC Merced

2020

SKILLS

Programming Language: Python, Java, JavaScript, C, SQL

Web Technologies: Django, Node.js, React, Redux, Spring

Data Analysis: Python, SQL, SPSS