


AMANDA SWEARNGIN

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EDUCATION

University of Washington (Dec. 2019)

MS & Ph.D., Computer Science & Eng.

Area: HCI, Software Engineering

Advisors: Amy Ko, James Fogarty

★ NSF Graduate Research Fellowship

University of Nebraska-Lincoln (2012)

MS, Computer Science, GPA: 3.91

Area: HCI, Software Engineering

Advisor: Myra Cohen

★ Anita Borg Fellowship Finalist

University of Nebraska-Lincoln (2010)

BS, Computer Science, GPA: 3.62

★ Dean's List: 2007 - 2008, 2010

RESEARCH EXPERIENCE

University of Washington — Graduate Research Assistant

Sept. 2015 - Present

- Designed and developed 4 novel interfaces applying constraint solving, data-driven design, and machine learning to aid UI/UX designers in their use of examples and alternatives and in conducting usability evaluations within interactive design tools.
- Conducted quantitative experiments with 40 UX designers, and qualitative interviews with over 100 UX designers.

Microsoft Research — Research Intern

Summer 2019

- Developed and deployed 70 participant company-wide survey on information capture on mobile devices.
- Worked with 2 product teams to develop a cross-device app for capturing document resources, and deployed to 12 participants' mobile phones.

Google Research — Research Intern, Student Researcher

Summer 2018 - Spring 2019

- Developed crowdsourcing interfaces for tappability and target selection tasks, and deployed and collected 20k and 80k labels of mobile and web interface tappability, respectively, and over 40k labels of web target selection to predict user time to find and click on an element.
- Built a deep neural network model (Tensorflow) to automatically predict the tappability of mobile interfaces to help designers evaluate tappability of their interfaces without needing to collect any data.

Adobe Research — Research Intern

Fall 2016, Summer 2017

- Designed and developed *Rewire*, an interactive system to aid designers in leveraging example screenshots by inferring vectorized design documents with editable shape and style properties.
- Quantitatively evaluated *Rewire* with 16 UI designers, showing that it significantly improves the efficiency of designers in adapting screenshots, and gained design insights through qualitative interviews.

University of Nebraska-Lincoln — Graduate Research Assistant

Aug 2010 - May 2012

- Designed and implemented CogTool-Helper, which uses a UI testing automation framework to automatically generate storyboards to help designers evaluate and detect human performance regressions in user interfaces.

SELECTED INDUSTRY EXPERIENCE

Microsoft Corporation — Software Development Engineer II, SDET

July 2012 - Sept 2015

- Designed, developed, and tested web client framework features for Dynamics AX, and was the primary engineer for client layout and UI patterns.
- Developed visual regression testing framework to validate the product across browsers and environments, and deployed it into the build system.

SKILLS

Coding: JavaScript/TypeScript, HTML/CSS, Python, C/C++, Java, C#/.Net; **Frameworks:** React, NodeJS, Flask, Django, OpenCV; **Data Science/ML:** Tensorflow, GraphLab; **User Research:** Experimental Design, Quantitative & Qualitative Evaluations and Interviews, Crowdsourced Online Experiments;

SELECTED PUBLICATIONS

Modeling Mobile Interface Tappability Using Crowdsourcing and Deep Learning

Amanda Swearngin, Yang Li. ACM Human Factors in Computing Systems (CHI) 2019. ★ Google Research Collaboration

Scout: Mixed-Initiative Exploration of Design Variations through High-Level Design Constraints

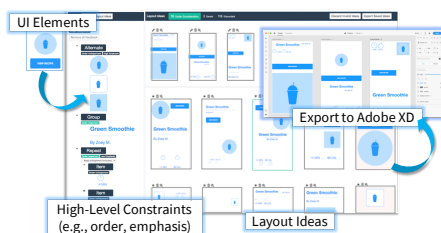
Amanda Swearngin, Amy J. Ko, James Fogarty. ACM User Interface Software and Technology (UIST), Demos, 2018.

Rewire: Interface Design Assistance from Examples

Amanda Swearngin, et. al.. ACM Human Factors in Computing Systems (CHI) 2018. ★ Adobe Research Collaboration

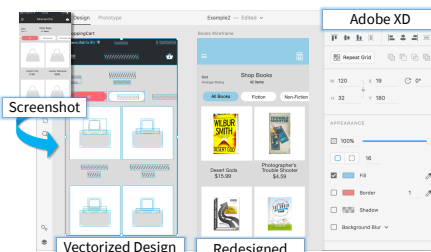
Easing the Generation of Predictive Human Performance Models from Legacy Systems

Amanda Swearngin, et. al.. ACM Human Factors in Computing Systems (CHI) 2012. ★ IBM Research Collaboration



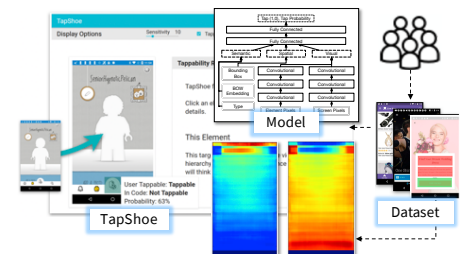
Scout: Using High-Level Constraints to Generate Interface Layout Alternatives

https://youtu.be/nWoLSMr_av8



Rewire: Inferring Mockups from Interface Screenshots

https://youtu.be/hxL_UPWlSgg



TapShoe: Deep Learning to Analyze Mobile Interface Tappability

<https://ai.googleblog.com/2019/04/using-deep-learning-to-improve.html>