Ruijia (Regina) Cheng

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Education

09/18 – present	**University of Washington (UW)** PhD candidate in Human Centered Design & Engineering (HCDE) Interests: HCI, CSCW, Human-Data Interaction, Human-AI interaction, Learning Technology Advisors: Benjamin Mako Hill, Jennifer Turns
09/18 – 03/21	**University of Washington** Master of Science in Human Centered Design & Engineering
09/14 – 06/18	**University of California, San Diego (UCSD)** *Magna Cum Laude* Bachelor of Science in Cognitive Science with a Specialization in Computation Bachelor of Science in Mathematics: Applied Science

Experiences

09/18 – present	**Department of Human Centered Design & Engineering, University of Washington** Graduate Research Assistant • Led empirical and design research and published in top-tier HCI venues • Designed and conducted studies to understand and support inquiries with data, collaborative data analysis, novice participation, feedback exchange and information seeking in online communities
09/21– 12/21 (expc.)	**Dataminr** PhD Research Intern • Incoming research intern to work on projects related to HCI and AI
06/21– 09/21 (expc.)	**Community Data Science Collective Lab, Northwestern University** Graduate Research Assistant • Led a large-scale quantitative study on data literacy and social media discussion about COVID-19 • Built and worked on publishing datasets about social media activities and COVID-19
03/21 – 06/21	**Microsoft Corporation** via i2e LLC Education Material Design Intern, Mentor: Jonathan Grudin • Designed and developed user scenarios and interaction guides for K-12 online search technology • Collaborated effectively with product team and K-12 educators
06/20 – 09/20	**Facebook Inc.** Mixed Method UX Research Intern • Designed and conducted interview, survey and user log analysis studies on video recommendation

- Collaborated effectively with cross-functional teams and contributed to product development

10/16 –	**Design Lab, University of California, San Diego**
01/18	Undergraduate Research Assistant, Advisors: Steven Dow, Joel Chan, Jim Hollan

- Led survey and online experiment studies on crowd creativity and problem framing
- Conducted thematic analyses and topic modeling on narrative patterns in computational notebooks

Publications

Papers Under Review or In-progress

1. **Cheng, R**., Dasgupta, S., Hill, B. How Online Social Interaction Can Limit Interest-Driven Learning: A Case Study on Novices' Usage of Data Structures in Scratch. 2021. Under submission for the ACM Conference on Human Factors in Computing Systems (CHI 2022).

2. **Cheng, R**., Hill, B. Many Destinations, Many Pathways: A Quantitative Analysis of Legitimate Peripheral Participation in Scratch. 2021. Under review for the ACM Human Computer Interaction, Computer Supported Cooperative Work and Social Computing (CSCW 2021).

3. **Cheng, R**., Frens, J. Feedback Exchange and Online Affinity: A Case Study of Online Fanfiction Writers. 2021. Under review for the ACM Human Computer Interaction, Computer Supported Cooperative Work and Social Computing (CSCW 2021).

Peer-reviewed Publications

4. **Cheng, R.**, Zachry, M. Building Community Knowledge in Online Data Science Competitions: Motivation, Practices and Challenges. 2020. Proceedings of the ACM Human Computer Interaction, Computer Supported Cooperative Work and Social Computing Conference (CSCW 2020).

5. **Cheng, R.**, Zeng, Z., Liu M., Dow, S. Critique Me: Exploring How Creators Publicly Request Feedback in an Open Online Community. 2020. Proceedings of the ACM Human Computer Interaction, Computer Supported Cooperative Work and Social Computing (CSCW 2020).

Short Papers, Posters and workshops

6. **Cheng, R**., Druga, S., Gan, E., Hill, B., Bhargava, R., Clegg, T., D'Ignazio, C., Kafai, Y., Lee, V., Matuk, C., Rubin, A. Imagining Future Design of Tools for Youth Data Literacies. 2021. Workshop in the 2021 Connected Learning Summit.

7. Frens, J., **Cheng, R.**, Walker E., Hsieh, G., Aragon, C. Feedback-Seeking in Online Fanfiction Communities. 2019. Poster in the 2019 Human Centered Design & Engineering Research Showcase.

8. **Cheng, R.**, De Castro, J., Dow, S., Chan, J. 2018. An Exploratory Study of Problem Framing in Distributed Collaborative Design. Working Paper in the ACM Group Conference (Group 2018).

9. Singh, F., Smith, A., Dudeck, N., Herrera, E., Lee, J., Yang, Z., **Cheng, R.**, Pineda, J. 2016. A Pilot Study to Assess the Effects of EEG-Gamma Neurofeedback on Working Memory in Schizophrenia Patients. Poster in the Society for Neuroscience 2016 Annual Conference (SfN 2016).

Skills

Programming languages: Python, R, JavaScript, Node.js, SQL, MATLAB**,** HTML, CSS

Qualitative methods: interview, ethnography, usability test, grounded theory, thematic analysis

Quantitative methods: survey, A/B testing, experiment design, statistical modeling, machine learning, NLP

Teaching

Guest Lectures

Fall 20, 19   "A Crash Course on Statistics for Usability Testing", HCDE Usability Testing, University of Washington

Teaching Assistant

Fall 20   HCDE 519 Qualitative Methods, University of Washington

Spring 20, 21   HCDE 493 Capstone Project, University of Washington

Winter 20, 21   HCDE 492 Capstone Project Planning, University of Washington

Fall 19   HCDE 417 Usability Testing, University of Washington

Spring 19   HCID 430 Formative UX Research Studio, University of Washington

Mentoring

Ziwen Zeng, Undergrad Summer Intern Student, 2019 (now UX researcher at ByteDance Inc.)

Maysnow Liu, Undergrad Summer Intern Student, 2019

Service

21	DUB Doctoral Colloquium organizer
20, 21	ACM CSCW reviewer
21	ACM CHI reviewer
20	ACM IDC reviewer
20	UW Community Data Science Workshop mentor
19, 20	ACM CHI Late Breaking Work reviewer
19	UW HCDE Master program application reviewer