TIFFANY D. DO

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https://zyrcant.github.io/

EDUCATION

University of Central Florida - Ph.D Computer Science 2020 - Present
Research Interests: Virtual and Augmented Reality, Social Influence in XR
GPA: 4.0/4.0

University of Texas at Dallas - M.S. Computer Science, 2019
Concentration: Data Science
GPA: 3.94/4.0

University of Texas at Dallas - B.S. Computer Science, 2018
Summa Cum Laude
GPA: 4.0/4.0

RESEARCH APPOINTMENTS

eXtended Reality & Training (XRT) Lab, University of Central Florida Jan 2020 - Present
Graduate Research Assistant *Orlando, FL*

· Conducted research on education and training in extended reality (XR), including virtual reality (VR) and augmented reality (AR).

NSF REU, University of Texas at Dallas May 2018 - Aug 2018
Undergraduate Research Assistant *Richardson, TX*

· Performed statistical analysis to predict refugee supply distribution needs in the Dallas area with The Northwest Community Center.

· Created an online database system to replace traditional filing cabinets. Deployed web service in August 2018 using AWS RDS and S3.

NSF TANMS-ERC, University of Texas at Dallas Jan 2017 - Aug 2017
Undergraduate Research Assistant *Richardson, TX*

· Designed and tested novel methods to miniaturize micro-antennas in nanoscale multiferoic systems at the Translational Applications of Nanoscale Multiferoic Systems Engineering Research Center.

SCHOLARLY CONTRIBUTIONS

Conference Papers

1. **Tiffany D. Do**, Seong Ioi Wang, Dylan S. Yu, Matthew G. McMillian, and Ryan P. McMahan. (2021). Using Machine Learning to Predict Game Outcomes Based on Player-Champion Experience in League of Legends. *In Proceedings of 2021 International Conference on the Foundations of Digital Games (FDG)*, ACM, Montreal, Canada, 2021, pp. 1-5. https://doi.org/10.1145/3472538.3472579

2. **Tiffany D. Do**, Joseph J. LaViola Jr., and Ryan P. McMahan. (2020). The Effects of Object Shape, Fidelity, Color, and Luminance on Depth Perception in Handheld Mobile Augmented Reality. *In Proceedings of 2020 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, IEEE, Porto de Galinhas, Brazil, 2020, pp. 64-72. https://doi.org/10.1109/ISMAR50242.2020.00026 Acceptance Rate: 28.8%

3. **Tiffany D. Do**, Dylan S. Yu, Salman Anwer, and Seong Ioi Wang. (2020). Using Collaborative Filtering to Recommend Champions in League of Legends. *In Proceedings of 2020 IEEE Conference on Games (CoG)*, IEEE, Osaka, Japan, 2020, pp. 650-653. https://doi.org/10.1109/CoG47356.2020.9231735. Acceptance Rate: 42.5%

Refereed Extended Abstracts

1. **Tiffany D. Do** (2021). Designing Virtual Pedagogical Agents and Mentors for Extended Reality. *To Appear in Proceedings of 2021 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)*, IEEE, Bari, Italy, 2021, pp. 486-489.

2. **Tiffany D. Do**, Dylan S. Yu, Alyssa Katz, and Ryan P. McMahan. (2020). Virtual Reality Training for Proper Recycling Behaviors. *In ICAT-EGVE 2020 - International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments - Posters and Demos*, The Eurographics Association, Orlando, USA, 2020, pp. 31-32. https://doi.org/10.2312/egve.20201284

PROFESSIONAL APPOINTMENTS

Axxess Technology Solutions May 2019 - Aug 2019
Backend Engineering Intern *Dallas, TX*

· C#.NET Developer for home healthcare software.
· Developed an API for external clients to get/retrieve patient and order data.
· Designed and developed an order system to automate doctor prescription orders. Designed MySQL database tables for new features, focusing on optimization and normalization.

OnPoynt Aerial Solutions Aug 2018 - Dec 2018
Full-stack Developer Intern *Richardson, TX*

· Developed a cross platform mobile application for drone racing as a social network using Ionic framework.
· Designed all UX in Adobe Experience Design for the application.

TEACHING APPOINTMENTS

UCF Camp Connect - Advanced Research Camp Summer 2021
Graduate Mentor

· Designed curriculum for high school students interested in STEM research.
· Taught a team of high school students how to create an immersive virtual environment in VR.

CGS 3763 Operating Systems Concepts Spring 2021
Graduate Teaching Assistant

COP 3502 Computer Science 1 in C Spring 2020, Fall 2020
Graduate Teaching Assistant and Lab Instructor

· Instructed three lab sections of 30-60 students per semester.
· Responsible as TA for around 240 students a semester.
· Nominated for Award for Excellence by a Graduate Teaching Assistant (Fall 2020) by Dr. Tanvir Ahmed.

HONORS AND AWARDS

IEEE CIS Student Travel Grant 2020
IEEE Computer Information Society

Amount: $150

CRA-WP 2020
Computing Research Association - Widening Participation

Awarded a scholarship to attend the 2020 CRA-WP Workshop in Austin, Texas

Academic Excellence Scholarship Honors Aug 2016 - Dec 2019
University of Texas at Dallas

Amount: $72,953 (Full academic scholarship)

Grace Hopper Scholarship 2018
University of Texas at Dallas

Awarded a scholarship to attend the Grace Hopper Celebration

ACADEMIC SERVICE

External Reviewer
ACM Multimedia (ACM MM) (Emergency Crash Reviewer) (2021)
Virtual Reality Journal (VIRE) (2021)

Diversity Initiatives
ACM-Women (ACM-W) at UCF Mentor (2020-2022)
National Center for Women & Information Technology (NCWIT) AiC Reviewer (2018, 2021)