

# TIFFANY D. DO

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<https://zyrcant.github.io/>

## EDUCATION

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**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

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**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 for volunteers 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

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### 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. *To Appear in Proceedings of 2021 International Conference on the Foundations of Digital Games (FDG)*, ACM, Montreal, Canada, 2021, pp. 1-5.
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

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### **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

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### **UCF Camp Connect - Advanced Research Camp**

Summer 2021

*Graduate Mentor*

- Designed curriculum for high school students interested in STEM research.
- Taught students how to design and create their own 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

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### **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

**SERVICE**

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<b>Reviewer</b>	ACM Multimedia (ACM MM) (Emergency Crash Reviewer) (2021) Virtual Reality Journal (VIRE) (2021)
<b>Mentorship</b>	ACM-Women (ACM-W) at UCF Mentor (2020-2022) National Center for Women & Information Technology (NCWIT) AiC (2018, 2021)
<b>Community</b>	Esports at UCF Marketing Staff Lead (2020-2022)