# Tiffany D. Do

PhD Candidate · Computer Science (HCI)

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## Education

**University of Central Florida** — *Orlando, FL*
Ph.D Computer Science — *2020 - present*
- Advisor: Dr. Ryan P. McMahan
- Research Interests: Virtual agents, Virtual and Augmented Reality

**University of Texas at Dallas** — *Richardson, TX*
M.S. Computer Science — *2018 - 2019*

**University of Texas at Dallas** — *Richardson, TX*
B.S. Computer Science — *2016 - 2018*

## Research Experience

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| 2020-Pres | **Graduate Research Assistant**, XRT Lab, University of Central Florida | |
| 2018-2019 | **Undergraduate Research Assistant (REU)**, University of Texas at Dallas | |
| 2017-2018 | **Undergraduate Research Assistant**, Translational Applications of Nanoscale Multiferoic Systems ERC | |

## Publications

### Conference Proceedings

1. **Tiffany D. Do**, Ryan P. McMahan, Pamela Wisniewski. (2022). "A New Uncanny Valley? The Effects of Speech Fidelity and Human Listener Gender on Social Perceptions of a Virtual-Human Speaker." *To Appear in Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems*, New Orleans, United States, 2022, pp. 1-10. Acceptance Rate: 24.7%

2. **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)*, Montreal, Canada, 2021, pp. 1-5. `https://doi.org/10.1145/3472538.3472579`

3. **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)*, Porto de Galinhas, Brazil, 2020, pp. 64-72. `https://doi.org/10.1109/ISMAR50242.2020.00026`. Acceptance Rate: 28.8%

4. **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)*, Osaka, Japan, 2020, pp. 650-653. `https://doi.org/10.1109/CoG47356.2020.9231735`. Acceptance Rate: 42.5%

### Refereed Extended Abstracts and Posters

1. **Tiffany D. Do** (2021). Designing Virtual Pedagogical Agents and Mentors for Extended Reality. *In Proceedings of 2021 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)*, IEEE, Bari, Italy, 2021, pp. 486-489. `https:doi.org/10.1109/ISMAR-Adjunct54149.2021.00112`

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`

## Awards, Fellowships, & Grants

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| 2022 | **Graduate Presentation Fellowship**, University of Central Florida | *$ 500* |
| | **Doctoral Research Support Fellowship**, University of Central Florida | *$ 750* |
| 2020 | **Nominated: ECS Award for Excellence by a Graduate TA**, University of Central Florida | |
| 2020 | **IEEE CIS Student Travel Grant**, IEEE Computer Information Society | *$ 150* |
| 2020 | **CRA-WP Travel Grant**, Computing Research Association - Widening Participation | *$ 337* |
| 2016 - 2019 | **Academic Excellence Scholarship Honors (Full scholarship)**, University of Texas at Dallas | *$ 72,953* |
| 2018 | **Grace Hopper Scholarship**, University of Texas at Dallas | |

## Professional Experience

**Axxess Technology Solutions** *Dallas, TX*
Backend Engineering Intern *May 2019 - Aug 2019*
- C#.NET Developer for home healthcare software.
- Developed an API in C#.NET for external clients to get/retrieve patient and prescription data.
- Designed MySQL database tables for patient and prescription data.

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

## Presentations

Contributed Presentations

**Tiffany D. Do**. 2021. Designing Virtual Pedagogical Agents and Mentors for Extended Reality. Oral Presentation: IEEE International Symposium of Mixed and Augmented Reality (ISMAR), Bari, Italy (virtual).

**Tiffany D. Do**. 2021. Using Machine Learning to Predict Game Outcomes Based on Player-Champion Experience in League of Legends. Poster: ACM Foundations of Digital Games (FDG), Montreal, Canada (virtual).

**Tiffany D. Do**. 2020. Virtual Reality Training for Proper Recycling Behaviors. Poster: International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments (ICAT-EGVE), Orlando, USA (virtual).

**Tiffany D. Do**. 2020. The Effects of Object Shape, Fidelity, Color, and Luminance on Depth Perception in Handheld Mobile Augmented Reality. Oral presentation: IEEE International Symposium of Mixed and Augmented Reality (ISMAR), Porto de Galinhas, Brazil (virtual).

**Tiffany D. Do**. 2020. Using Collaborative Filtering to Recommend Champions in League of Legends. Oral presentation: IEEE Conference on Games (CoG), Osaka, Japan (virtual).

## Teaching Experience

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|---|---|---|
| July '21 | **UCF Camp Connect: Advanced Research Camp**, Graduate Advisor | |
| Spring '21 | **CGS 3763 Operating Systems Concepts**, Graduate Teaching Assistant | |
| Fall '20 | **COP 3502 Computer Science 1 in C**, Lab Instructor, Graduate Teaching Assistant | |
| Spring '20 | **COP 3502 Computer Science 1 in C**, Lab Instructor, Graduate Teaching Assistant | |

# Academic Service & Outreach

## PEER REVIEW

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|---|---|
| 2022 | **ACM Human Factors in Computing Systems (CHI) LBW**, External Reviewer |
| 2022 | **IEEE Virtual Reality (VR)**, External Reviewer |
| 2021 | **ACM Multimedia (ACMMM)**, Emergency Crash Reviewer |
| 2021 | **Springer Virtual Reality Journal (VIRE)**, External Reviewer |

## PROFESSIONAL OUTREACH

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|---|---|
| 2022 | **ACM Human Factors in Computing Systems (CHI)**, Student Volunteer |
| 2020-2021 | **ACM-Women (ACM-W)**, Mentor |
| 2018-2021 | **National Center for Women & Information Technology (NCWIT)**, AiC Reviewer |

## OTHER OUTREACH

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|---|---|
| 2022-2023 | **Esports at UCF**, Marketing Lead (Video) |
| 2020-2023 | **Esports at UCF**, Marketing Staff |