

# Tiffany D. Do

ASSISTANT PROFESSOR · COMPUTER SCIENCE (HCI)

Drexel University, Philadelphia, PA, USA

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## Education

### University of Central Florida

PH.D. COMPUTER SCIENCE

• Advisor: Dr. Ryan P. McMahan

Orlando, FL

2020 - 2024

### University of Texas at Dallas

M.S. COMPUTER SCIENCE

Richardson, TX

2018 - 2019

### University of Texas at Dallas

B.S. COMPUTER SCIENCE

Richardson, TX

2016 - 2018

## Research Appointments

2024- **Assistant Professor**, Computer Science, Drexel University

2024-2024 **Ph.D. Research Intern**, Google, Labs

2023-2023 **Ph.D. Research Intern**, Microsoft Research (MSR)

2020-2024 **Graduate Research Assistant**, University of Central Florida

## Publications

### JOURNAL PROCEEDINGS

1. **Tiffany D. Do**, Juanita Benjamin, Camille Isabella Protko, and Ryan P. McMahan (2024). "Cultural Reflections in Virtual Reality: The Effects of User Ethnicity in Avatar Matching Experiences on Sense of Embodiment." *In IEEE Transactions on Visualization and Computer Graphics (IEEE TVCG)*, pp. 1-12. <https://doi.org/10.1109/TVCG.2024.3456196>. Acceptance rate: 16.9%.
2. **Tiffany D. Do**, Camille Isabella Protko, and Ryan P. McMahan (2024). "Stepping into the Right Shoes: The Effects of User-Matched Avatar Ethnicity and Gender on Sense of Embodiment in Virtual Reality." *In IEEE Transactions on Visualization and Computer Graphics (IEEE TVCG)*, pp. 1-10. <https://doi.org/10.1109/TVCG.2024.3372067>. Acceptance rate: 12.6%. 🏆 **IEEE VR 2024 Best Paper Honorable Mention (Top 3%)**
3. **Tiffany D. Do**, Steve Zelenty, Mar Gonzalez-Franco, and Ryan P. McMahan (2023). "VALID: A perceptually validated Virtual Avatar Library for Inclusion and Diversity." *In Front. Virtual Reality 4*. <https://doi.org/10.3389/frvir.2023.1248915>

### HIGHLY SELECTIVE CONFERENCE PROCEEDINGS (ACCEPTANCE RATES < %30)

1. **Tiffany D. Do**, Usama Bin Shafqat, Elise Ling, and Nikhil Sarda (2025). "PAIGE: Examining Learning Outcomes and Experiences with Personalized AI-Generated Educational Podcasts." *To Appear in Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI)*, pp. 1-10. <https://doi.org/10.1145/3706598.3713460>. Acceptance rate: 25.1%
2. Alec G. Moore, **Tiffany D. Do**, Nicholas Ruozzi, and Ryan P. McMahan (2023). "Identifying Virtual Reality Users Across Domain-Specific Tasks: A Systematic Investigation of Tracked Features for Assembly." *In Proceedings of 2023 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, pp. 1-10. <https://doi.org/10.1109/ISMAR59233.2023.00054>. Acceptance rate: 21.2%
3. Jacob Belga, **Tiffany D. Do**, Ryan Ghamandi, Ryan P. McMahan, and Joseph J. LaViola Jr. (2022). "Carousel: Improving the Accuracy of Virtual Reality Assessments for Inspection Training Tasks." *In ACM Symposium on Virtual Reality Software and Technology (VRST)*, pp. 1-10. <https://doi.org/10.1145/3562939.3565618>. Acceptance rate: 26.7%

4. **Tiffany D. Do**, Ryan P. McMahan, and Pamela J. Wisniewski. (2022). “A New Uncanny Valley? The Effects of Speech Fidelity and Human Listener Gender on Social Perceptions of a Virtual-Human Speaker.” *In Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (CHI)*, pp. 1-11. <https://doi.org/10.1145/3491102.3517564>. Acceptance rate: 24.7%
5. **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)*, pp. 1-9. <https://doi.org/10.1109/ISMAR50242.2020.00026>. Acceptance rate: 28.8%

## OTHER REFEREED CONFERENCE PROCEEDINGS

1. **Tiffany D. Do**, Martez Mott, John Tang, Sasa Junuzovic, Ann Paradiso, and Edward Cutrell (2024). “Exploring AI-Driven Affective Avatars for Autistic Adults and Adults with Social Anxiety in Virtual Meetings.” *To Appear In Extended Abstracts of the 2025 CHI Conference on Human Factors in Computing Systems*, pp. 1-8. Acceptance rate: 32.8%
2. **Tiffany D. Do**, Mamtaj Akter, Zubin Choudhary, Roger Azevedo, and Ryan P. McMahan. (2022). “The Effects of an Embodied Pedagogical Agent’s Synthetic Speech Accent on Learning Outcomes.” *In Proceedings of the 2022 ACM International Conference on Multimodal Interaction (ICMI)*, pp. 1-9. <https://doi.org/10.1145/3536221.3556587>. Acceptance rate: 33%
3. **Tiffany D. Do**, Seong loi 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)*, pp. 1-5. <https://doi.org/10.1145/3472538.3472579>.
4. **Tiffany D. Do**, Dylan S. Yu, Salman Anwer, and Seong loi Wang. (2020). “Using Collaborative Filtering to Recommend Champions in League of Legends.” *In Proceedings of 2020 IEEE Conference on Games (CoG)*, pp. 1-4. <https://doi.org/10.1109/CoG47356.2020.9231735>.

## REFEREED EXTENDED ABSTRACTS AND POSTERS

<sup>†</sup>Undergraduate Advisee

1. **Tiffany D. Do**, Camille Isabella Protko, and Ryan P. McMahan (2024). “The Influence of Mixed-Gender Avatar Facial Features on Racial Perception: Insights from the VALID Avatar Library.” *In 2024 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, 2023, pp. 1-4. <https://doi.org/10.1109/VRW62533.2024.00088>.
2. Camille Isabella Protko<sup>†</sup>, Ryan P. McMahan, and **Tiffany D. Do** (2024). “Lessons Learned in Designing Racially Diverse Androgynous Avatars.” *In 2024 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*. pp. 1-2. <https://doi.org/10.1109/VRW62533.2024.00178>.
3. **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, 2021, pp. 1-4. <https://doi.org/10.1109/ISMAR-Adjunct54149.2021.00112>.
4. **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*, 2020, pp. 1-2. <https://doi.org/10.2312/egve.20201284>.

## Professional Experience

### Google (Labs@Google)

RESEARCH INTERN, LANGAPPS

Mountain View, CA

May 2024 - Aug 2024

- Conducted research on novel LLM applications, driving AI innovation and shaping future advancements.
- Designed and prototyped LLM (Gemini) applications in Python, focusing on usability and real-world implementation.
- Led qualitative and quantitative user evaluations to assess effectiveness and usability.
- Contributed to confidential research initiatives (details redacted).

### Microsoft Research (MSR)

RESEARCH INTERN, ABILITY TEAM, HCAIX (HUMAN-COMPUTING AI EXPERIENCES) GROUP

Redmond, WA

May 2023 - Aug 2023

- Advised by Ed Cutrell, Martez Mott, and John Tang.
- Researched AI-driven affect and emotion in inclusive avatars using LLMs (GPT-4), Microsoft Mesh, and Unity (C#).
- Conducted a user study with adults with disabilities to enhance AI-driven avatar interactions.

## Axxess Technology Solutions

Dallas, TX

### BACKEND ENGINEERING INTERN

May 2019 - Aug 2019

- Developed home healthcare software as a C# .NET developer, focusing on backend patient experience.
- Built and tested APIs to enable secure access to patient and prescription data for external clients.
- Designed MySQL database tables to support automated patient prescription systems.

## Awards, Fellowships, & Grants

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2024	<b>Best Paper Honorable Mention (Top 3%)</b> , IEEE Virtual Reality and 3D User Interfaces (VR)	
2024	<b>Graduate Presentation Fellowship</b> , University of Central Florida	
2022	<b>Computer Science Merit Scholar (Paper Merit Award)</b> , University of Central Florida	
2022	<b>Graduate Presentation Fellowship</b> , University of Central Florida	
2022	<b>Doctoral Research Support Fellowship</b> , University of Central Florida	
2020	<b>Nominated: ECS Award for Excellence by a Graduate TA</b> , University of Central Florida	
2020	<b>IEEE CIS Student Travel Grant</b> , IEEE Computer Information Society	
2020	<b>CRA-WP Travel Grant</b> , Computing Research Association - Widening Participation	
2016 - 2019	<b>Academic Excellence Scholarship Honors (Full scholarship)</b> , University of Texas at Dallas	\$ 72,953
2018	<b>Grace Hopper Scholarship</b> , University of Texas at Dallas	

## Teaching Experience

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Spring '24	<b>CAP 5115 Virtual Reality Engineering</b> , Graduate Teaching Assistant
Fall '23	<b>CAP 3104 Foundations of HCI</b> , Graduate Teaching Assistant
Summ. '21	<b>UCF Camp Connect: Advanced Research Camp</b> , Graduate Advisor
Spring '21	<b>CGS 3763 Operating Systems Concepts</b> , Graduate Teaching Assistant
Fall '20	<b>COP 3502 Computer Science 1 in C</b> , Lab Instructor, Graduate Teaching Assistant
Spring '20	<b>COP 3502 Computer Science 1 in C</b> , Lab Instructor, Graduate Teaching Assistant

## Academic Service & Outreach

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### ACADEMIC SERVICE

2025	<b>ACM Transactions on Computer-Human Interaction (TOCHI)</b> , Outreach Editor
2022	<b>ACM Human Factors in Computing Systems (CHI)</b> , Student Volunteer
2022	<b>ACM Multimedia (MM)</b> , Technical Program Committee Member

### PEER REVIEW

<sup>†</sup>Recognition for Outstanding Reviews

ACM CHI	<b>2022, 2023, 2024<sup>†</sup>, 2025<sup>†</sup></b>
IEEE VR	<b>2022, 2023, 2024, 2025</b>
IEEE ISMAR	<b>2022, 2023, 2024</b>
ACM MM	<b>2021, 2022</b>
Journal	<b>Springer Virtual Reality (2021), IEEE SIGGRAPH (2024)</b>

### OUTREACH

2022-2024	<b>Girls Who Code @ UCF</b> , Vice President, Co-founder
2020-2022	<b>ACM-Women (ACM-W) at UCF</b> , Mentor
2018-2025	<b>National Center for Women &amp; IT (NCWIT)</b> , Aspirations in Computing Volunteer