

TIFFANY D. DO

(512) · 633 · 6359 ◊ tiffanydo@knights.ucf.edu

<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. *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>

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

UCF Doctoral Research Support Award

2021

University of Central Florida

Amount: \$750

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 Human Factors in Computing Systems (CHI) LBW (2022)

IEEE Virtual Reality (VR) (2022)

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)