Rachel Rose Ulgado

curriculum vitae

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EDUCATION

2013 - 2015	M.S. Human	Centered	Design &	Engineering
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University of Washington

2014 Student

School for Poetic Computation

2008 - 2013 B.A. Anthropology

B.S. Informatics

Specialization in Human-Computer Interaction

University of California Irvine

GROUP EXHIBITIONS

2018	Gray Area Showcase 2018.2, Gray Area Foundation for the Arts, San Francisco, CA
2018	Gray Area Showcase 2018.1, Gray Area Foundation for the Arts, San Francisco, CA

2015 "Movement" Art + Tech Festival, CODAME, San Francisco, CA

CONFERENCES & WORKSHOPS

- 2014 Workshop on Socially Engaged Arts Practice in HCI
 - CHI 2014, Workshop Participant
- 2014 Eyeo Festival, 2014

Student Volunteer

2013 Workshop on Designing for Children with Special Needs in Multiple Settings

IDC 2013, Workshop Participant

SELECT WRITING & PUBLICATIONS

Ulgado, R. R. "Naivete, Limitlessness, & Spectacular Views." Workin' On It Zine, Issue 01, 2016.

Ulgado, R. R. **"On an Imaginary Real Utopia."** Critical Theory of Technology Zine by The School for Poetic Computation, Fall 2014.

Fox, S., Ulgado, R. R., & Rosner, D. Hacking Culture, Not Devices: Access and Recognition in Feminist Hackerspaces. In Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing (pp. 56-68). ACM.

Ulgado, R. R., Nguyen, K., Custodio, V. E., Waterhouse, A., Weiner, R., & Hayes, G. VidCoach: A mobile video modeling system for youth with special needs. In Proceedings of the 12th International Conference on Interaction Design and Children (pp. 581-584). ACM.

Hayes, G.R., Custodio, V.E., Haimson, O.L., Nguyen, K., Ringland, K.E., Ulgado, R.R., Waterhouse, A., and Weiner, R. **Mobile video modeling for employment interviews for individuals with autism**. Journal of Vocational Rehabilitation.

Nguyen, K., Custodio, V.E., Ulgado, R.R., Weiner, R., Waterhouse, A., O'Neal, L., and Hayes, G.R. **Evaluation of the Use of Mobile Video Modeling for Job Interviews**. 2014 International Meeting for Autism Research.

AWARDS & HONORS

2013	Graduate Diversity Fellowship GO-MAP, The UW Graduate School
2013	Outstanding Undergraduate Researcher Award (Female), Honorable Mention Computing Research Association
2013	Outstanding Contribution to Research by an Undergraduate University of California Irvine, Donald Bren School of Information and Computer Sciences
2013	Student Researcher of the Month Undergraduate Research Opportunities Program, University of California Irvine

- 2011 Summer Undergraduate Research Fellowship in Information Technology (SURF-IT)
 Undergraduate Research Opportunities Program, University of California Irvine
 Project: "The Design of Learning Environments"
- 2011 Multidisciplinary Design Program (MDP) Fellowship
 Undergraduate Research Opportunities Program, University of California Irvine
 Project: "D.I.Y. Workshops in Design, Art, and Technology"

PROFESSIONAL EXPERIENCE

2018 - Present	Freelance Creative Technologist, San Francisco, CA	
2016 - 2017	Full Stack Software Developer, Palo Alto Research Center (Xerox PARC), Palo Alto, CA	
2016	Design Technologist Apprentice, Junior, San Francisco, CA	
2015	Creative Technologist in Residence, Schema Design, Seattle, WA	
2014	UX Design Intern, Intel, Hillsboro, OR	
2013 - 2014	Graduate Research Assistant, TATLab, University of Washington, Seattle, WA	
2012 - 2013	UX Design Intern, IBM, Costa Mesa, CA	
2011 - 2013	Undergraduate Research Assistant, STAR Lab, University of California Irvine, Irvine, CA	

TEACHING EXPERIENCE

- 2018 Present **Creative Code Instructor**, Gray Area Foundation for the Arts, San Francisco, CA Classes taught: Web Fundamentals: Making Art on the Web, Javascript, Node.js + APIs
 - 2018 **Explore Class Teacher**, French American International School, San Francisco, CA Class taught: Intro to Creative Coding for Visual Arts with p5.js