# Brett Benda

brett.benda [at] ufl.edu | https://cise.ufl.edu/~bbenda

## Education

**PhD Human-Centered Computing**, University of Florida **2019-Present**
Adviser: Dr. Eric D. Ragan
Current GPA: 4.00/4.00

**B.S. Digital Arts and Science**, University of Florida **2019**
Final GPA: 3.52/4.00

## Research Experience

**Graduate Research Assistant** **2019-Present**
Adviser: Dr. Eric D. Ragan

- *Detection of Remapped Hands in VR* **2019-Present**
  Investigates the extent to which hand movement can be scaled or placement offset before they are detectable to users.

- *User Trust in Machine Learning* **2020-Present**
  Examines how what users are initially told about a machine learning/AI system effects their trust and user of the system.

**Undergraduate Research Assistant** **2017-2019**
Adviser: Dr. Jaime Ruiz

- *Communicating with Computers* **2017-2019**
  Investigated and evaluated design practices for virtual agents in collaborative tasks with humans.

- *Biometrics Project* **2018-2019**
  Explored attitudes and perceptions held by humans towards user authentication with body-movement and speech modalities.

## Teaching Experience

**Undergraduate Teaching Assistant** **2017-2019**
**CAP 3220** (3D Modeling)

- Instructor: Dr. Rong Zhang
- Acted as primary grader for course assignments.

- Assisted students during in-class activities and during office hours.

**CEN 3031** (Introduction to Software Engineering)**, COP 3503** (Programming II)

- Instructor: Mr. Joshua Fox
- Wrote and developed course assignments and supplemental materials.
- Responsible for leading 2-3 discussion sections per week.
- Held office hours to facilitate learning of students.

## Publications

### Peer-Reviewed Conference Publications

3. **Benda, B.**, Esmaeili, S., and Ragan, E. (2020). Determining Detection Thresholds for Fixed Positional Offsets for Virtual Hand Remapping in Virtual Reality. Internation Symposium on Mixed and Augmented Reality (ISMAR 2020).

2. Woodward, J., Cato, J., Smith, J., Wang, I., **Benda, B.**, Anthony, L., and Ruiz, J. (2020). Examining Fitts' and FFitts' Law Models for Children's Pointing Tasks on Touchscreens. International Conference on Advanced Visual Interfaces (AVI 2020).

1. Esmaeili, S., **Benda, B.**, and Ragan, E. (2020). Detection of Scaled Hand Interactions in Virtual Reality: The Effects of Motion Direction and Task Complexity. IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR 2020).