Brianna Lynn Wimer

Ph.D. Student
University of Notre Dame
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Education

University of Notre Dame, South Bend, IN
Doctor of Philosophy in Computer Science & Engineering and Psychology, — August 2021 - Present
Research Area: Human-Computer Interaction, Digital Accessibility
Research Advisor: Ronald Metoyer

The University of Alabama, Tuscaloosa, AL
Bachelor of Science in Computer Science, — July 2018 - July 2021 GPA: 3.1/4.0
Research Area: Human-Centered Computing
Research Mentor: Chris Crawford

Research Experience

Graduate Research Assistant
University of Notre Dame, Fall 2021 - Present
Supervising Faculty: Ronald Metoyer

– Created a new visualization designed to support comparisons and make it easier to make dietary-based decisions by allowing the consumer to recognize similarities and differences in products from the nutritional label and ingredient list through a visual representation. Conducting usability testing of design versus the original nutritional label.

CRA-WP Distributed Research for Undergraduates(DREU) Research Intern
University of Notre Dame, Summer 2021
Supervising Faculty: Ronald Metoyer

– Performed a scoping literature review of how complex food information has been currently communicated to consumers resulting in three research gaps to address: visual representation to support comprehension of nutrition labels, using narrative structures to communicate product information, and visual representation of a shopping cart to promote a balanced diet.

CRA-WP Distributed Research for Undergraduates(DREU) Research Intern
Tufts University, Summer 2020
Supervising Faculty: Elaine Short

– Created a biofeedback video game based on respiration rate to help improve emotion regulation for people with ADHD without giving negative reinforcement.

Undergraduate Research Assistant
The University of Alabama, Spring 2019 - Summer 2021
Supervising Faculty: Chris Crawford

– Performed a Grounded Theory Analysis of high school students' perceptions and thought processes of computational concepts while building neurofeedback games.

Skills

Programming Languages: *Proficient:* C, C++, Javascript, React, ReactNative, HTML/CSS *Familiar:* Java, Python, SQL
User Research: Contextual Design, Persona Design, Think Aloud, Thematic Analysis, Grounded Theory, Affinity Diagrams
Design: Sketch, Figma
Prototyping: HTML/CSS, Javascript, MATLAB, D3, ReactNative

Poster Presentations

Wimer, Brianna L., Szymanski, Annalisa *Food Information Networks (FINs): The Visual Representation of Food Information for Healthy Dietary Choices.* Poster Presented At: Lucy Institute Fall Symposium. 2021 Oct 27. University of Notre Dame.

Wimer, Brianna L. *Improving Self-Efficacy in Emotion Regulation Through a Biofeedback Video Game.* Poster Presented At: Virtual Grace Hopper Celebration. 2020 Sep 29 - Oct 3. Remote.

Honors & Awards

- Jack and Mary Ann Remick Notre Dame Fellowship (2021)
- CRA-WP DREU Program Scholar (2021, 2020)
- Dean's List at The University of Alabama (Summer 2021, Spring 2020)
- NSF Louis Stokes Alliance for Minority Participation Scholar (2018-2021)

Media and Outreach

Teaching and Tutoring

- Teaching Assistant, Computer Science and Engineering Department, Course: Fundamentals of Computing, Spring 2022
- Strategy Tutor, Academic Services for Student-Athletes, Fall 2021
- Calculus Content Tutor, Academic Services for Student-Athletes, Summer 2021

Mentoring

- LSAMP Mentor, Fall 2020
- Legacy Project Mentor, Fall 2019

Media & Interviews

- Access Computing 2021 Stem For All Video Showcase, April 2021
- Access Computing Newsletter Profile, *Click Here for Article*, July 2020

Outreach Activities

- Panelist, Code.Org x CareerVillage, October 2021
- Panelist, Explore STEM@UTSA, July 2021
- Guest Speaker, LSAMP Webinar, August 2020
- Guest Speaker, Bridge to Engineering Success at Tufts Webinar, July 2020
- Counselor, NeuroCamp, July 2019
- Counselor, Legacy Project, June 2019