Christopher You

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EDUCATION

Ph.D. in Human Centered Computing, University of Florida in Gainesville — Aug 2020 – May 2025
Department of Computer and Information Science Engineering — GPA: 3.7
Advisor: Dr. Benjamin Lok

M.S. in Computer Science, University of Florida in Gainesville — Aug 2020 – Dec 2022
Department of Computer and Information Science Engineering — GPA: 3.7
Advisor: Dr. Benjamin Lok

B.S. in Computer Science, University of Minnesota-Twin Cities in Minneapolis — Sep 2018 - May 2020
College of Science and Engineering — GPA: 3.8
Advisor: Dr. Evan Suma Rosenberg

TECHNICAL SKILLS

Languages	Java, Python, C#, C, C++, OCaml, F#, x86_64 Assembly, CSS, HTML, JavaScript, PHP
Applications	Unity3D, OpenGL, MATLAB, SolidWorks, DialogFlow, UnrealEngine, React, UI/UX Design, wireframing, usability testing, AR/VR

EXPERIENCE

Research Assistant, *Virtual Experience Research Group* — Aug 2020 – Present

- Primarily investigating embodiment and the use of virtual humans to elicit and reduce bias.
- Developing virtual human platform to help those with psychiatric disorders interact with their healthcare providers through use of practice with virtual providers through grant-funded work.
- Developing virtual human platform to increase clinical trials in minorities and older populations through grant-funded work.
- Conducting user studies via interviews, surveys, ideation sessions, usability evaluation, statistics, and hypothesis testing especially in fields of user behavior and bias.

Research Assistant, *Davidson DRiVE Lab* — May 2022 – Aug 2022

- Mentored undergraduate students in VR/AR development via Unity in virtual embodiment, flight simulation, and UX/UI design
- Concurrently developing two applications via Unity for embodiment in VR to study implicit bias and sense of embodiment; publication in development

Software Development Engineer Intern, *Amazon* — May 2020 – Aug 2020

- Developed auto-complete feature for Amazon Help Services to be incorporated into services such as Alexa Help Domain and Amazon Customer Service Help Search.
- Utilized a knowledge graph to generate results by natural language processing, synonym mapping, SPARQL, and front-end UI development.

Research Assistant, *Illusioneering Lab* — Oct 2018 – May 2020

- Created virtual environments in Unity to prototype and study novel locomotion techniques in virtual reality.
- Worked with graduate students to conduct pilot tests for studies, participate in lab meetings, conduct qualitative and quantitative analysis, and assist with human studies in VR.

IT Intern, *Wells Fargo* — Jun 2019 – Aug 2019

- Co-developed and led project automating intern projects, reduced half hour activities to 15 seconds.
- Primarily integrated tech realizations in Python (GUI, back-end algorithms), JavaScript (web scrape), and CSS.

PERSONAL WORK

Co-founder, *SignalTokens* Jun 2020 – Jul 2021
DEACTIVATED 2021 https://signaltokens.org/

- Co-founded and launched company *SignalTokens,* an application to help relieve the pressures associated with medical students applying for residency.
- Applicants can select programs from a limited number of tokens in order to convey interest.
- Program directors and coordinators can view students who have selected their program and can utilize this information to interview more students who are better aligned for their programs.

Lead developer, *AR- TIPS* Feb 2020 - Present
Intellectual Property, Augmented Reality – Transjugular Intrahepatic Portosystemic Shunts (AR-TIPS)

- Developed a navigational AR program to be used by surgeons performing the TIPS procedure, filed for intellectual property at the University of Minnesota.
- Utilized a HoloLens to create an augmented overlay of catheters for medical staff to mitigate the risk and time of the TIPS procedure.
- Directional and angular magnitudes of needle are determined via TCP connection of flex sensor data, Arduino controllers, and target tracking of HoloLens.

PUBLICATIONS

Conference Proceedings

You, C., Benda, W., Suma Rosenberg, E., Ragan, E., Lok, B., & Thomas, J. To be presented October 2022. Strafing Gain: Redirecting Users One Diagonal Step at a Time. *2022* IEEE ISMAR.

You, C. Ghosh, R., Maxim, A., Cooks, E., & Lok, B. To be presented September 2022. How does a virtual human earn your trust? Characteristics that impact willingness to self-disclose to virtual humans. *2022 ACM IVA.*

Posters & Extended Abstracts

Jurczyk, K., **You, C.**, Nourani, M., Gupta, M., Anthony, L., & Lok, B. (2021, October). Romadoro: Leveraging Nudge Techniques to Encourage Break-Taking. In *The Adjunct Publication of the 34th Annual ACM Symposium on User Interface Software and Technology* (pp. 66-69).

You, C., Suma Rosenberg, E., & Thomas, J. (2019, October). Strafing gain: A novel redirected walking technique. In *Symposium on Spatial User Interaction* (pp. 1-1).

Manuscripts in Submission

You, C., Peck, T., Gomes de Siqueira, A., Stuart, J., & Lok, B. (2022, September). What my bias meant for embodiment: Embodying a virtual avatar in desktop virtual reality. Conference submission.

Manuscripts in Preparation

You, C., Robinson, R., & Lok, B. (2022, May). Designing Culturally-Tailored Virtual Humans in Doctor-Patient Interactions. 2022. Conference submission.

You, C., Ghosh, R., Maxim, A., & Lok, B. (2022). Culturally-Tailored Virtual Humans: A Systematic Review. 2022. Journal Submission.

FUNDING RECEIVED

Olson-Mitchell STEM Translational Communications Project Award, University of Florida. *Changing the Hegemonic Narrative: Diagnose Me as I Say, Not As You Assume.* Christopher You, Rakeem Robinson, and Benjamin Lok. 2021-2022.
Graduate School Preeminence Award, University of Florida. *Fellowship.* Christopher You, 2020 – 2025.
Undergraduate Research Opportunities Program Award, University of Minnesota. *Embodiment of a Female Avatar to Decrease Implicit Bias.* Christopher You, Evan Suma Rosenberg. 2020.

Undergraduate Research Opportunities Program Award, University of Minnesota. *Strafing Gain: A Novel Redirected Walking Technique.* Christopher You, Evan Suma Rosenberg. 2019.

SERVICES AND PROFESSIONAL ACTIVITIES

Conference Reviewer	IEEEVR: IEEE Conference on Virtual Reality and 3D User Interfaces (2022)
	IEEE ISMAR: International Symposium on Mixed and Augmented Reality (2022)
Student Volunteer	ACM Spatial User Interaction
Undergraduate Research Panelist	University of Minnesota