

# ALVIN JUDE

---

email	<a href="mailto:alvin@dartarrow.net">alvin@dartarrow.net</a>	nationality	Malaysian
website	<a href="http://dartarrow.net">http://dartarrow.net</a>	d.o.b.	9 March 1984
phone	(254) 413 1023	residence	San Jose, CA

I enjoy working on the whole stack, but my primary interest is in improving how people interact with technology. My passion lies in the human factors of computer science. I enjoy the challenge of identifying a problem, envisioning a solution, and building proof-of-concepts to test my hypotheses. My previous work focussed on improving gestural interaction, where my goal was to introduce it as a means of interaction for those with accessibility issues. My more recent work focussed on improving recommender systems and next-generation media, specifically how people interact with them.

---

## EDUCATION

Masters of Computer Science · 2012–2014 · Baylor University

SPECIALIZATION: Human Computer Interaction

THESIS: Giving the Users a Hand: Towards Touchless Hand Gestures for the Desktop

Bachelor of Computer Science · 2002–2005 · Coventry University

RANK: Honours, Second Class Upper

THESIS: Remote PC Manipulation via PDA over Bluetooth

---

## PUBLICATIONS

*Personal Space: User Defined Gesture Space for GUI Interaction.* Alvin Jude, G. Michael Poor, and Darren Guinness. 2014. In CHI '14 Extended Abstracts on Human Factors in Computing Systems. (Toronto, Canada), ACM. <http://doi.acm.org/10.1145/2559206.2581242>

*An Evaluation of Touchless Hand Gestural Interaction for Pointing Tasks with Preferred and Non-preferred Hands.* Alvin Jude, G. Michael Poor, and Darren Guinness. 2014. In NordiCHI '14 Proceedings of the 8th Nordic Conference on Human-Computer Interaction, (Helsinki, Finland), ACM. <http://dx.doi.org/10.1145/2639189.2641207>

*Evaluating Multimodal Interaction with Gestures and Speech for Point and Select Tasks.* Alvin Jude, G. Michael Poor, and Darren Guinness. 2014. In NordiCHI '14 Proceedings of the 8th Nordic Conference on Human-Computer Interaction (Helsinki, Finland, 2014), ACM. <http://dx.doi.org/10.1145/2639189.2670267>

*Gestures with Speech for Hand-Impaired Persons.* Darren Guinness, G. Michael Poor, and Alvin Jude. 2014. In ASSETS '14 Proceedings of the 16th International ACM SIGACCESS Conference on Computers and Accessibility (New York, NY, USA, 2014), ACM. <http://dx.doi.org/10.1145/2661334.2661398>

*Models for Rested Touchless Gestural Interaction.* Darren Guinness, Alvin Jude, G. Michael Poor, and Ashley Dover. 2015. In SUI '15 ACM Symposium on Spatial User Interaction (Los Angeles, CA, USA), ACM. <http://dx.doi.org/10.1145/2788940.2788948>

*Modeling Mid-air Gestures With Spherical Coordinates.* Darren Guinness, Andrew Seung, G. Michael Poor, Ashley Dover, and Alvin Jude. 2015. In SUI '15 ACM Symposium on Spatial User Interaction (Los Angeles, CA, USA), ACM. (Best Poster Award) <http://dx.doi.org/10.1145/2788940.2794356>

---

## TECHNICAL SKILLS

BASIC : R · MATLAB · C# · Tomcat · HBase · JQuery · Css3 · HAProxy · Heartbeat · DRBD  
INTERMEDIATE : Python · L<sup>A</sup>T<sub>E</sub>X · C · PostgreSQL · Nmap · Git · Hibernate · Objective-C · Memcached  
ADVANCED : NGinX · Puppet · Nagios · Collectd · PHP5 · MySQL · Java · Symphony · OpenVZ

---

## NON-TECHNICAL SKILLS

COMMUNICATION : Former Malaysian Public Speaking Champion  
ENTREPRENEURSHIP : Baylor NewVenture 2014: Top-5 Finalist & 3rd place Elevator Pitch  
LANGUAGES : English (Native) · Malay (Intermediate)

---

## WORK EXPERIENCE

### Ericsson · 2014–present · Researcher

Currently in the media group, focussing on Next Generation Media Systems. Research focuses on consumer facing systems, including interaction with recommender systems, personalization, media discovery. Performs self-driven research for patent portfolio as well as collaboration with academic partners.

Reference: Nimish Radia · [nimish.radia@ericsson.com](mailto:nimish.radia@ericsson.com)

### Baylor University · 2013–2014 · Research Assistant

Setup new HCI lab. Mentored juniors, established engineering procedures and infrastructure. Performed research in dand-gestural interaction and explored research options with other next-generation devices. As TA, performed overhaul, and introduced framework and developer's manual for software used in-house for teaching database.

Reference: G. Michael Poor · [michael.poor@baylor.edu](mailto:michael.poor@baylor.edu)

Reference: Greg Speegle · [greg.speegle@baylor.edu](mailto:greg.speegle@baylor.edu)

### Self Employed · 2010–2012 · Technical Consultant

Served as an independent consultant for various project and companies including the following:

iOS Development, AGILE PERSPECTIVES — MALAYSIA, 2011–2012

Performed R&D for use of Apple products in financial services. Built and deployed app for one international insurance corporation. Built app for a consumer-facing startup dealing in retail. Role included requirements gathering, feasibility studies, business case development, and technical consultation.

System Administration, COUCHSURFING.ORG, 2010–2011

Daily operations: monitoring, security, optimization, deployment, etc. Deployed a cluster of static content servers with NGinX to reduce the load off the dynamic servers, which resulted in higher reliability or website as a whole. Tools of the trade included Puppet, Zabbix, HAProxy.

### Aflexi · 2009–2010 · System Engineer

Aflexi was a CDN Software startup, and is currently a division of OnApp. Responsibilities were more DevOps involving backend development and system administration. Built a monitoring infrastructure from the ground up (traditionally done with Nagios) with custom scripts running on a specialized Collectd infrastructure; used to feed PowerDNS for DNS-based CDN routing. Tools of the trade included Puppet, Zabbix, Nagios, Reprepro, RRD.

Reference: Whei Wong · [whei.wong@onapp.com](mailto:whei.wong@onapp.com)

### iMocha Consulting · 2007–2010 · Team Lead

Initially hired as a Junior Java Developer, but quickly tasked to build and run a LAMP team of up to 8 people, dealing mostly with financial institutions. Responsibilities included hiring, firing, and mentoring programmers, system administrators, system analysts, and interns, as well as requirements gathering from clients.

Reference: Koh Kok Wei · [kokwei@imocha.com.my](mailto:kokwei@imocha.com.my)

### Sony Manufacturing · 2005–2007 · Engineer

Developed Linux-based software required for manufacturing. Developed a tool used to trace products which helped cut down tracability time from 2 working days to about 4 hours. Tools of the trade included MFC, VB.NET, PHP, Postgres, GTK.

---

---