ELLE LUO

elleluo.com | el685@cornell.edu

EDUCATION

CORNELL UNIVERSITY
M.S. Human Factors and Ergonomics
Minor: Information Science
Aug 2019 - Present

UC DAVIS
B.A. Design
Interaction Design
June 2018

LINKS

Github:// **eluo0**
LinkedIn:// **elle-luo-872395130**

COURSES

GRADUATE
Statistical Methods
Empirical Research
Rapid Prototyping & Physical Computing
Research Methods in Social Science
Design Thinking

UNDERGRADUATE
Wearable Technology
Interaction Design
Python Programming
3D Modeling
Human-centered Design
Game Design
Web Development

INTEREST

Artificial Intelligence
Problem solving
Technology • Data science
Design • Reading • Traveling

LANGUAGES

English • Chinese

STATEMENT

I am an interaction designer/researcher. Current research interests are in design for interaction, human factors, wearable computing, and brain-computer interfaces, and looking for roles in interaction design, user experience research, wearable computing, and HCI.

EXPERIENCE

DESIGN & AUGMENTED INTELLIGENCE LAB | researcher
Cornell University
March 2020 - Present | Ithaca NY

Research in brain-computer interfaces & eeg data
I work with other lab members to analyze EEG data and am currently under training in machine learning and data analysis.

HYBRID BODY LAB | researcher
Cornell University
Jan 2019 - Feb 2020 | Ithaca NY

Research projects in wearable computing & HCI
I work on the design of wearable computer interfaces and its fabrication process by integrating skill sets in design, engineering, and other disciplines, and conduct user research studies evaluating user experience and performance of prototypes. Team lead of research projects and helping team management.

TECHNOLOGY LAB | researcher
UC Davis
Jan – Dec 2018 | Davis CA

Research projects in VR & wearable computing
Conduct research in interaction design and human-computer interaction. Successfully published my first research project, Scentery, as a poster and presented in the demo session in MobileHCI'18 the same year.

PROJECTS

iBlink: An eyelid interface for detecting eye blinking
I developed an on-skin wearable sensor device that affords blink detection. With the falling edge detection algorithm our team developed, the wearable device can detect blinks during voluntary blinking and four involuntary blinking activities.

EXHIBITIONS

Diversity at UC Davis, Maker Faire '18, | San Mateo, CA

Undergraduate Research Conference at UC Davis'18
Art and Design Exhibition | Davis, CA

Cliteracy, Manetti Shrem Museum of Art | Davis, CA

SKILLS

PROGRAMMING
Python • R • C#
Processing

WEB TECHNOLOGIES
HTML• CSS• JavaScript

PLATFORMS
Arduino • Unity• Rhinoceros 3D
Anaconda • Jupyter

HARDWARE
Arduino

ART & DESIGN
Premiere Pro • After Effects
Illustrator • Photoshop
Figure drawing • Photography

PUBLICATIONS

Understanding Social Perceptions Towards Interacting with On-Skin Interfaces in Public
best paper honorable mention award
Chuang-Wen You , Ya-Fang Li, Elle Luo, Hung-Yeh Lin, Cindy Hsin-Liu Kao
ACM International Symposium on Wearable Computers (ISWC) 2019

Scentery: A Calming Multisensory Environment by Mixing Virtual Reality, Sound, and Scent
Elle Luo, Katia Vega
ACM International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI) 2018