

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

COURSEWORK

COURSERA

Machine Learning by Stanford University

GRADUATE

Statistical Methods

Rapid Prototyping & Physical Computing Research Methods in Social Sciences

UNDERGRADUATE

Wearable Technology Interaction Design

Python Programming

3D Modeling

Human-centered Design

Web development

SKILLS

PROGRAMMING

C# • Python • R

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

LANGUAGES

English • Chinese

STATEMENT

Current research interest in wearable computing, and looking for roles in the intersection of design, wearable computing, and HCI.

EXPERIENCE

HYBRID BODY LAB | RESEARCHER

Cornell University

Jan 2019 - Present | Ithaca NY

RESEARCH PROJECTS IN WEARABLE COMPUTING & HCI

I work on the development of wearable interfaces and fabrication process, and conduct research by integrating skill sets in design, engineering and other disciplines. Team lead of research projects and helping team management. Successfully helped publish a research during my internship and the work received a Best Paper Honorable Mention Award.

TECHNOLOGY LAB | RESEARCHER

UC Davis

Jan - Dec 2018 | Davis CA

RESEARCH PROJECTS IN VR & WEARABLE COMPUTING

Conduct research human-computer interaction with lab PI.

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.

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 (* equal contribution)

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

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