

Academic and Research Experience

Visiting Researcher in Technology Lab

Jan. 2018 - Present

Research human-computer interaction projects with the lab adviser

MobileHCI' 18

Sept. 2018

Presentation: "Scentery: a calming multisensory environment by mixing virtual reality, sound, and scent"

Present in both poster and demonstration sessions

Undergraduate Research Conference at UC Davis' 18

April 2018

Presentation: "Scentery: Virtual Reality And Scent For Treating Stress"

Present in the Art and Design Exhibition

Research Assistant in ModLab

March - June 2017

Design assistance for Play the Knave

Design public promotional materials and signage for installations

University of California, Davis

Sept. 2016 - August 2018

Bachelor degree in Design

Emphasis on Interaction Design and Human Computer Interaction

Courses in interactive media, computer science, wearable technology, 3d modeling, human-centered design

Yuan Ze University

Sept. 2011 - Nov. 2012

Studied Art and Design

Taiwan

Publications

MobileHCI' 18

Luo, Elle, and Katia Vega. "Scentery: a calming multisensory environment by mixing virtual reality, sound, and scent." *Proceedings of the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct*. ACM, 2018.

Skills

Programming | Processing, Arduino, Python, C#, HTML, CSS, Javascript

Multimedia and Design | After Effects, Photoshop, Illustrator

Platforms | Processing, Arduino, Unity, VectorWork, Artlantis, Rhinoceros 3D

Hardwares | Arduino, BLE, Accelerometer, Light sensor, PCB design

Art | Drawing in pencils and charcoal, Acrylic painting, Watercolor, Traditional Chinese painting, Photography

Exhibitions

Diversity at UC Davis, Maker Faire '18

Presentation: Scentery & Mooder

San Mateo, CA

Cliteracy, Manetti Shrem Museum of Art

Davis, CA

Media

AggieVoices, Learning Across Disciplines with the UC Davis Undergraduate Research Conference

Languages

English, Mandarin (native)